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September/October 1989
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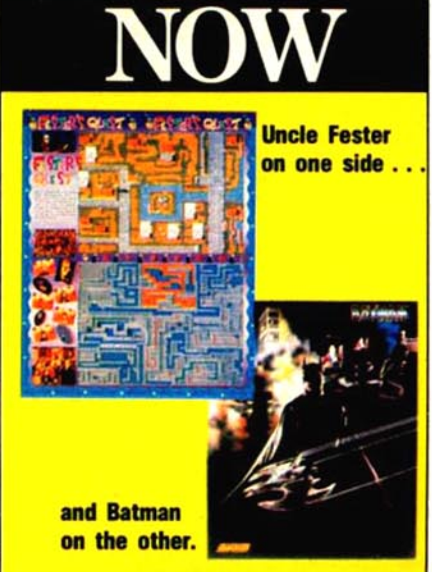
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1989 SEPTEMBER-OCTOBER



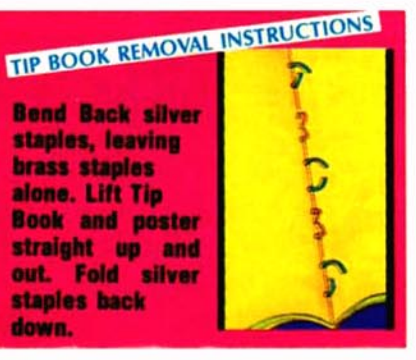
INSIDE OUT SERIES

36-page Nintendo Power insert: Super Mario Bros. 2 Tip Book! Second installment! Keep it! Use it! Become the best! Amaze your friends! It's free!



TIP BOOK REMOVAL INSTRUCTIONS

Bend Back silver staples, leaving brass staples alone. Lift Tip Book and poster straight up and out. Fold silver staples back down.



U.S. STAFF

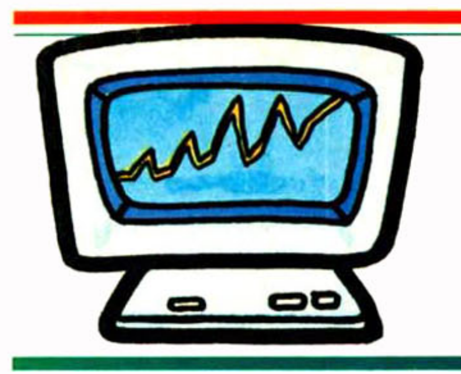
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MAIL BOX

FUN AND DURABLE

The NES is by far the best product I've ever purchased for my children! While being entertaining, I've discovered that it is one of the most durable products being made today.

Believe it or not, I drove over my children's NES with our 1984 Cadillac. Needless to say, we were all very upset! After removing the screws and the top of the machine, and straightening out the metal frame that protects the circuit board, I was able to slip a Game Pak in. Much to our amazement, after carefully plugging it in, it worked as perfectly as ever, and still is after two weeks! Thank you for producing such a durable system; all of us appreciate it.

Carolee Tvedten
Fargo, ND

Phew! What a test of endurance! Instead of taking apart your NES yourself, give our Customer Service Reps a call at 1-800-422-2602. We hope that your car is still running okay. . . .

SEND US YOUR LETTERS!
NINTENDO POWER
P.O. Box 97033
Redmond WA
98073-9733

HAPPY BIRTHDAY

My last birthday was extra special because of the cake my mom's friend made for me. As you can see, the frosting was the best part, featuring Mario, my favorite NES character!

Jason Nadolinski
Corfu, NY

Happy birthday! All of us at Nintendo were really impressed with the artwork your mom's friend did for you on your birthday cake! Looks delicious, too . . .



CLASSIFIED MEANS CLASSIFIED

At last! Although it's a small feat for some, I'm finally at Level Nine in The Legend of Zelda! The game so far has been a lot of fun, but very challenging, too! I really want to know how to conquer level nine and win the game, but when I asked on the phone, you guys told me that that information is a secret. Why can't you tell us Zelda fans how to finally win this game?

Kerry Bachman
Goldendale, WA

We're glad that you've enjoyed The Legend of Zelda. To us at Nintendo, completing a game is an important achievement that you should be very proud of. We would not want to destroy the surprise by revealing what exactly happens, so we disclose only limited information about level nine. We do wish you good luck, though!

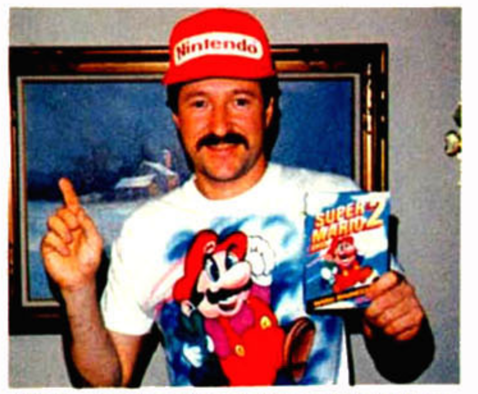
My name is Jess Hendricks, I'm 16 years old, and I just love spending hours behind the NES! Some people think I'm too old to play it, but Jason, Matthew and I play it anyway. I spend about three hours a day on Nintendo and I also find time for playing my keyboard in jazz band, flying my father's airplane, playing trombone in high school band and driving around in my Volkswagen. My favorite game is Top Gun because I am going to fly an F-15 in the Air Force.

Jess Hendricks
Hendersonville, TN



VIDEO SPOTLIGHT

I am one of your older Power Players (I'm 32), and I have some accomplishments to share. I have beaten many of your harder games, such as Deadly Towers, Bionic Commando, The Legend of Zelda, The Adventure of Link, Double Dragon, Milon's Secret Castle and Blaster Master



Mark wearing his custom made Mario shirt.

(using only one man). I also finished Super Mario Bros. 2 in 28 minutes. Some of my top scores are:
Double Dragon: 129,310
Hudson's Adventure Island: 132,760
3-D WorldRunner: 316,550
My friends call me Mario because Mario and I have some things in common: we're both Italian and we're both plumbers! I enjoy being called Mario because I take my gaming so seriously.
A lot of people call me for tips. I tell them, "don't give up, you can do it if you really want!" I also tell kids to stay away from drugs because you need all your senses when you go up against video game foes. My other hobbies are drawing cartoon characters and playing in a band; I am currently working on music for a game.

Mark Discordia
East Lyme, CT

Why I am a Good Player: I only get to play on my NES on Saturdays and you would be amazed at how well I've done on that limitation. Some of my friends get real hyper and start yelling when we cut it too close on some games. One of them even slaps himself in the face! I keep it cool, however, and I have always gotten out of difficult situations without screaming my lungs out. I also manage to team up with whoever I play with, it's a great way to make friends.
Goals: To succeed Howard Phillips as president of the Fun Club and to start my own Local Fun Club.
Favorite games: Metroid, Metal Gear, Super Mario Bros. 2, Ninja Gaiden, Teenage Mutant Ninja Turtles, Contra, Lifeforce, Bad Dudes, P.O.W.
Game Accomplishments: I don't save scores because my goal is to beat the games, not brag.

Clint Woodall
Texarkana, TX

Power Player Profiles: Mike, Shannon and Danny Tosto

City: Yorktown Heights, NY
Ages: Mike 12, Shannon 13 and Danny 7.
Instead of a pet, we unanimously chose to get a Nintendo Entertainment System. Since then, we've had a lot of fun together, and racked up some impressive accomplishments.
Nintendo Nicknames: Mike—"Air NES", Shannon—"Nintendo Warrior" and Danny—"Nintendo Macho Man".
Favorite Games: We like the sports series games because we can play against each other. Our favorites include Tecmo Bowl, Bases Loaded and Track and Field II. We also enjoyed Simon's Quest, Super Mario Bros. 2 and Ninja Gaiden.
Gaming Accomplishments: Together, we have beaten over 35 games. Our favorite personal achievements are Mike beating Double Dribble 987–152, Shannon finishing Track and Field II using the password only once and Danny completing Metal Gear, Double Dragon and Ikari Warriors at age 7.



Hobbies: Nintendo games (of course), rock collecting and reading.
Goals: To become Game Play Counselors, to beat every game and to get this letter published.



SCROOGE AND HIS PALS GO ON A TREASURE HUNT

Scrooge McDuck is already the richest duck in the world, so what does he do? Sit around and enjoy his money? Of course not. He goes on a world wide treasure hunt, and you get to go along for the fun! Join Scrooge, Webby, Launchpad and the nephews as they race against time and the elements in search of the five most valuable treasures in the world.

WATCH OUT FOR THE BEAGLE BOYS

Scrooge's arch enemies, the Beagle Boys, are after the treasures too. Don't get too close to them: If they hit you, not only will you loose energy, but they'll also steal some of your hard-earned treasure.

UNCLE SCROOGE'S SECRET MONEY MAKING TECHNIQUES

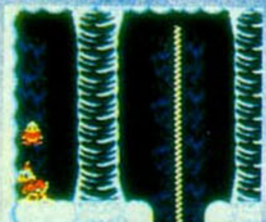


JUMP TO FIND HIDDEN TREASURE

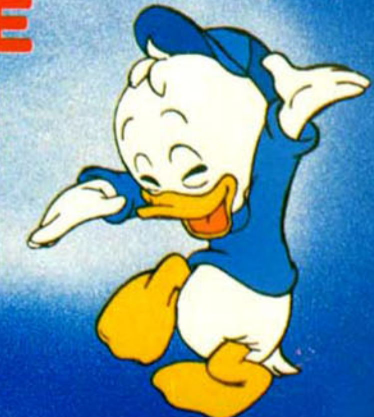
By using his pogo jump, Scrooge will find all sorts of treasures, diamonds, and snacks to fill up his energy. He should also be on the lookout for hidden passageways and 1-up dolls. A good rule to remember is to be sure and try every possible tunnel and path, and remember that not all of the walls are solid!



Great! A little cake!



This Scrooge doll will give you a 1-up.



TWO HIDDEN TREASURES



You'll find the million dollar ring hidden somewhere in the African Mines. The Gold Plate is also worth a million dollars, and is found on the surface of the moon. Scrooge will want to be sure to get these two items for his collection.



IF YOU WANT TO GET EVEN MORE TREASURE...



Occasionally, Scrooge will run into Launchpad the pilot who will offer him a ride back to the Control Room. To really build up your score, take him up on his offer and then play the same stage over again to find even more treasure. But remember, Launchpad will only show up in a few of the stages.



"You want a lift back to Duckburg Mr. Mc D.?

THREE DIFFERENT ENDINGS!

Even though it is not necessary to gain treasure to finish the game, the size of the money piles in the ending scene changes depending on how much treasure Scrooge gathers.



THE AMAZON



SCEPTRE▲
The Sceptre of the Incan King.



DISCOVER THE SECRETS OF THE AMAZON

Uncle Scrooge must travel through the mysterious Amazon jungle and then into a lost Incan temple in his search for the Sceptre.

D SHORT CUT

Use the pogo jump to find this treasure box, then bounce off of it to find a secret passageway going up. Climb up the vine, then go right. This is a shortcut to the end of The Amazon Stage.













C CRUMBLING BRIDGE

Avoid falling by continuously jumping as you cross this bridge.

























A HIDDEN ROOMS

Get to two hidden rooms by using the golf swing to move the platform next to the statue, then bounce off of it to a secret passageway.

B KILLER BEES

If you turn to the right when you see Launchpad, the bee will fly from right to left and you can cross this pit safely.

F FALLING BLOCKS

Hurry! If you stop for even a second, the stone blocks will fall on you.



THE NATIVES ARE RESTLESS

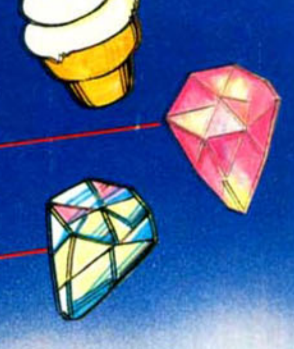
Avoid their spears and get the Magic Coin near the ceiling.



GUARDIAN ROOM







E BRIBE THE STATUE

You have to bribe the Statue with $300,000 to get past this point.







TRANSYLVANIA



VENTURE INTO THIS HAUNTED HOUSE OF HORRORS

COIN▶

The Coin of the Lost Realm.



Transylvania is not one of the more cheery vacation spots in the world, but hidden somewhere in this creepy old mansion is the Coin of the Lost Realm. Uncle Scrooge thinks this is just a harmless old house, but the ghosts and ghouls inside are going to try to convince him otherwise.

AVOID THE TOMBSTONE

You can't defeat the ghosts that come out when you hit a coffin, so just avoid them and go on.



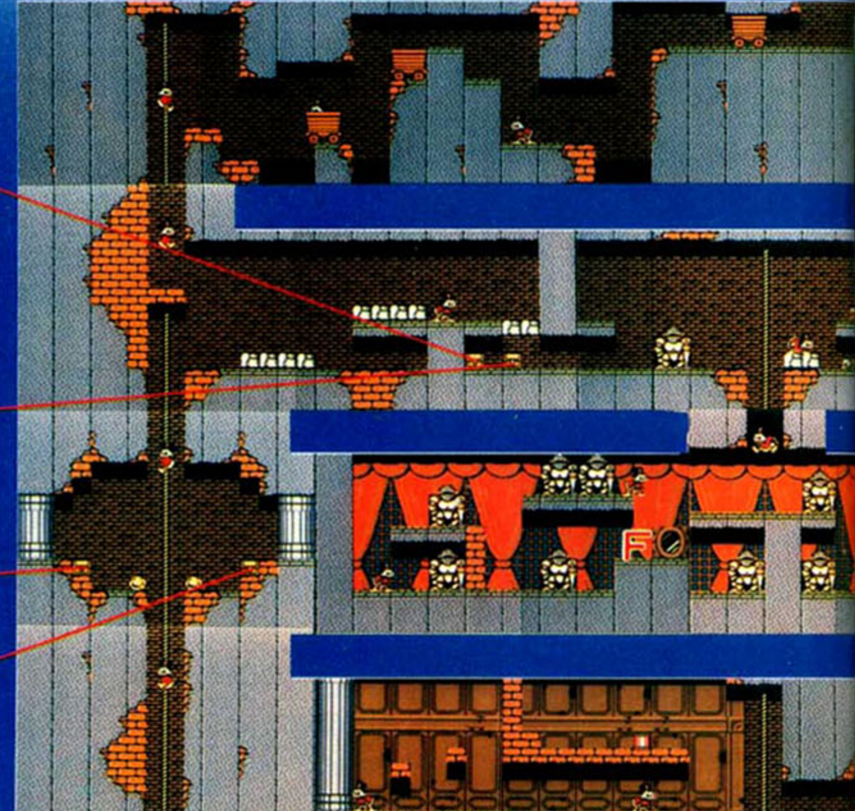
Duck! (No pun intended).



"Whaaack! A Ghost!"









START▶

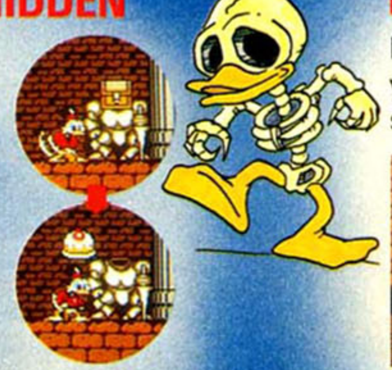




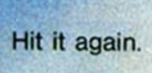
THERE'S A CAKE HIDDEN IN THE ARMOR



If you hit the body of the Armor twice with the golf swing, you'll find that some of them will give you cake.



Hit it again.



RESCUE HUEY

Huey is being held captive! Use your golf swing to send the barrel sliding across the floor and into the Beagle Boy. Once you save Huey, he will tell you a secret about the haunted mansion.



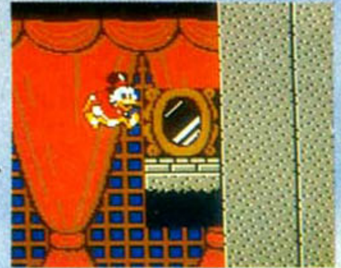
WARP MIRROR

The mirrors in Transylvania are magic warp zones to other parts of the castle. These shortcuts really help, but remember that they are all one-way mirrors.

WARP CHART	
From	To
B	E
C	F
G	A
D	H



"It's a warp mirror! I wonder where it goes?"



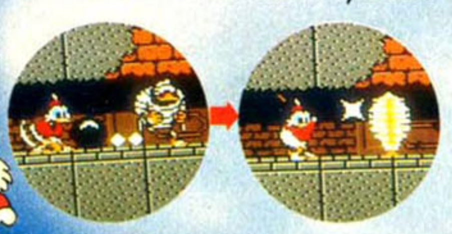
Use Mirror D to get to the end of the stage quickly.

GUARDIAN ROOM



MUMMY DUCK

Use the golf swing to knock the ball and chain into Mummy Duck.

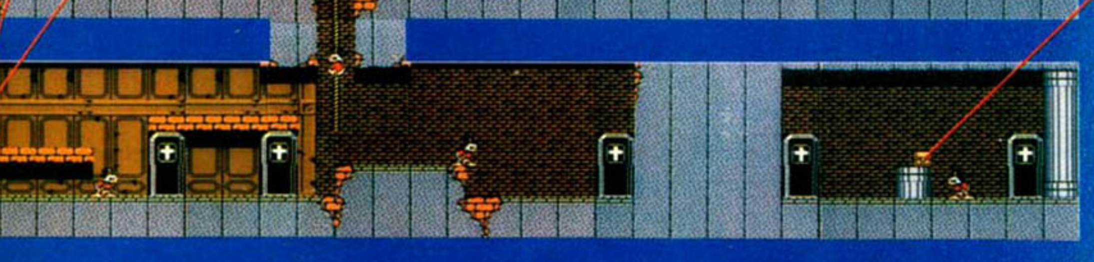


ILLUSION WALL

Not all of the walls in Transylvania are solid, so be sure to try walking through all of them.









LIFE METER

Scrooge begins the game with three units of life, but there are two life containers hidden in the game that will increase these by one. Find this one in Transylvania by walking through an illusion wall.













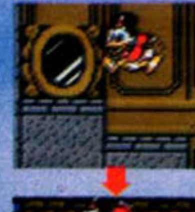


AFRICAN MINES

GO BACK FOR THE SKELETON KEY

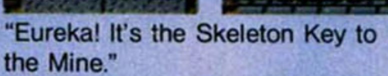
You'll have to go back to Transylvania and take the first warp mirror to get the Skeleton Key. Without it, you won't be able to get past the locked door at the entrance to the African Mines.











"Eureka! It's the Skeleton Key to the Mine."



▲DIAMOND

The Giant Diamond of the Inner Earth.



START▶

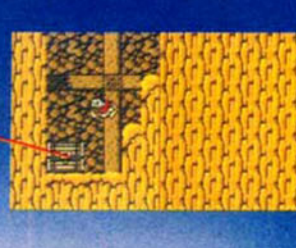
















C FIND THE SECRET ROOM

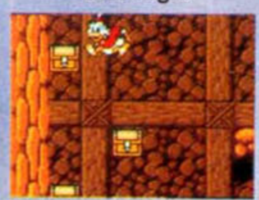
There is a secret room where Scrooge can find a 1-up in the Mines, but to get to it is tricky. He'll have to use his pogo jump to bounce off three different hidden treasure bags to get to the secret passageway near the ceiling, then walk on the top of the screen to the left.



"I can't jump that high."



"I'll just bounce off of this bag."



"I made it!"







A MRS. BEAKLEY

Power up your life meter by finding Mrs. Beakley and taking advantage of the free ice cream cones she throws down to you.



B ANOTHER SHORT CUT

Walk through this wall to find a 1-up in the chest.



"Oh! I can walk through here."

E HIDDEN TREASURE

One of the two hidden treasures is located in the mine, and it's worth a cool $1,000,000.





D POGO JUMP ACROSS THE PIT

If you time it right, you can use your pogo jump to bounce on the heads of the creatures from the duck lagoon, and cross the pit.



It's all in the timing.

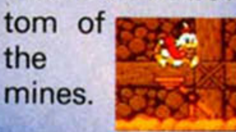






F WEBBY'S HELP

Webby will show you how to use the seesaw to cross the huge chasm at the bottom of the mines.



G THE LANDING

Be sure to use your pogo jump while landing to avoid the slug on the ground.









DEFEAT THE TREASURE KEEPERS!

The guardians of the treasures are tough, so it's always a good idea to fill up your energy with snacks before facing them.

THE AMAZON



The Incan King is a huge statue that comes to life and causes earth tremors to disrupt Scrooge's pogo jump technique. He prizes his magnificent Sceptre highly, and won't give it up without a fight.



WATCH FOR A PATTERN

To defeat the Incan King, wait until he jumps and hits the ground to cause a tremor before starting your pogo jump. You can bounce off his head only once between tremors, so be patient, and avoid him when he jumps toward you. The Sceptre of the Incan King is almost yours.


"Whoaaa! It's an earthquake!"


Jump when he lands.


Repeat this pattern to win.



ALL YOU HAVE IS YOUR CANE AND YOUR WITS, SO STAY ALERT

THE HIMALAYAS



The King of The Terra-Fermies is stuck in this cave because he has grown too fat to fit through the doorway. He will roll himself into a ball and anything that gets in his way is a dead duck.

YOU'LL HAVE TO JUMP QUICKLY

To beat The King of The Terra-Fermies, use the pogo jump to hit him before he rolls into a ball, then jump quickly to avoid him as he starts to roll. Be sure to stop jumping before he gets to the top of the cave or you'll be hit. After he passes by overhead, start jumping and then repeat this process until you've pushed him over the edge.


▲THE KING OF THE TERRA-FERMIES

USE YOUR POGO JUMP WISELY

TRANSYLVANIA



Deep inside the haunted mansion in Transylvania, Magica DeSpell awaits with the Coin of the Lost Realm. She flies around the mansion, and will use her lightning spells to cook your goose if you aren't careful.

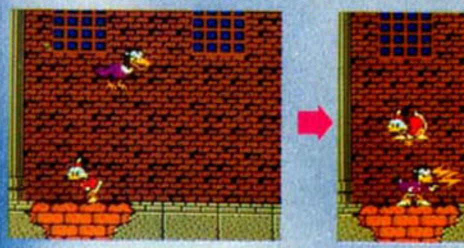


MAGICA ▶
DeSPELL

WATCH OUT FOR HER LIGHTNING ATTACK!

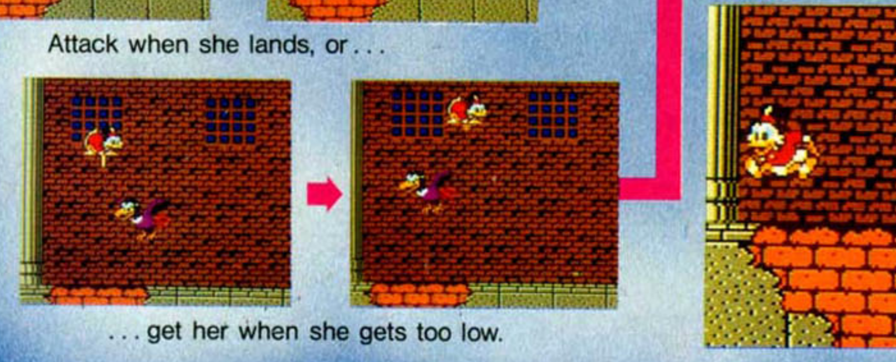
Magica will have to land to use her magic lightning spell, so if you're quick you'll be able to use the pogo jump and get one hit in before she shoots it. Try to bounce off of her in the opposite direction of the lightning. If you're unable to hit her this way, then just wait until she flies low.

"Whew. I'm sure glad that's over with."



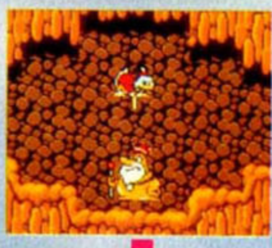


Attack when she lands, or . . .

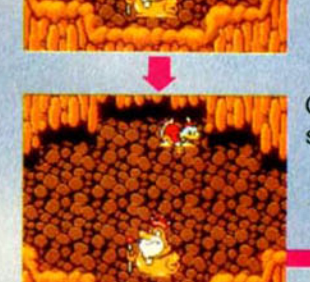


. . . get her when she gets too low.

The technique shown below can be reversed if The King of The Terra-Fermies rolls the other way.



Jump towards him when he stops rolling.



Get to the other side of him.



Jump to avoid him if he rolls this way.



NOW FOR THE LAST TWO STAGES

The following two pages will concentrate on the Himalayan stage and the Surface of the Moon. It's been duck soup for Scrooge so far, but these two stages will really test his claim that he is the greatest treasure hunter in the world.



THE HIMALAYAS

CROWN▼
Crown of Ghengis Khan.



Somewhere near the top of these mountains, the Abominable Snowman lurks, waiting for careless adventurers to wander into his trap. Stay on the trail and watch out for angry Billy Goats.

YOU CAN'T POGO IN THE SNOW

Scrooge will get stuck for a few seconds if he tries to pogo jump on fresh snow or misses an enemy.

WATCH FOR FALLING BOULDERS

Climb up quickly and jump off the rope to the left and wait until the giant boulder has dropped past you.



"Whaack! A huge boulder!"

RESCUE BUBBA DUCK



"I found him, but how can I get to him?"

After you rescue him, Bubba Duck will show you a secret cavern that is very important. Inside you can find the second life container.

"Come on Scrooge! I'm waiting."

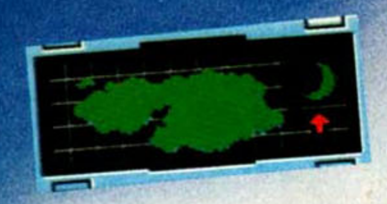
The Abominable Snow Man controls the weather at the top of the Himalayas, so be ready for anything. Remember: Neither snow nor sleet nor dark of night will keep a real treasure hunter from his goal, especially when his goal is the Crown of Ghengis Khan.





▲THE ABOMINABLE SNOWMAN





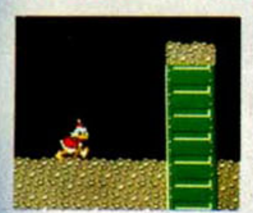
THE MOON

CHEESE▼
Green Cheese of Longevity

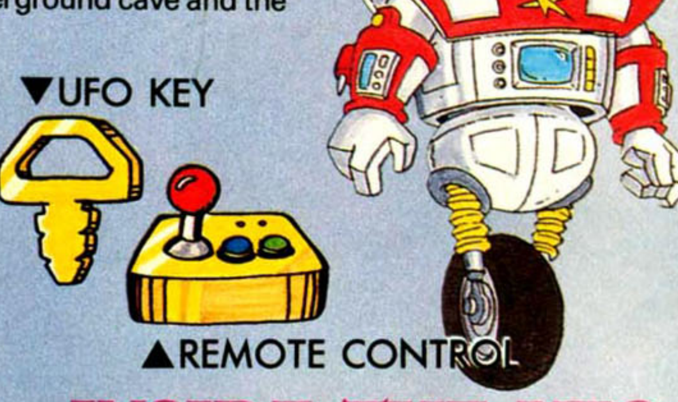


Scrooge arrives on the Moon to find that he's not the only one up here. Hmmm. I wonder what's inside that big spaceship over there?

FIND THE REMOTE CONTROL



Once you've found Gizmo Duck's remote controller, you can call out him to blast this wall. Somewhere on the other side is Luna Rat's underground cave and the Green Cheese of Longevity!



HIDDEN TREASURE

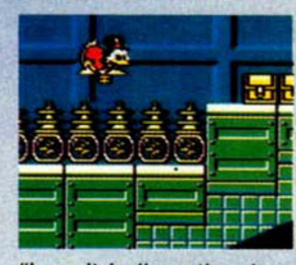
You'll have to find your way up onto the roof of the UFO to get to the second hidden treasure. It's going to take excellent timing and some serious pogo jumping to make it to this one, but at $1,000,000, it's well worth the effort.





"Egad! This Lunarat is quick! Hmmm. I wonder if I would have a better chance if I climb up on the ledges and get the drop on him?"

INSIDE THE UFO



"I can't believe the day I'm having."

The inside of the UFO is filled with tricky passageways, dangerous, spiked ceilings and angry aliens. Scrooge will have to keep all his wits about him to get through this.



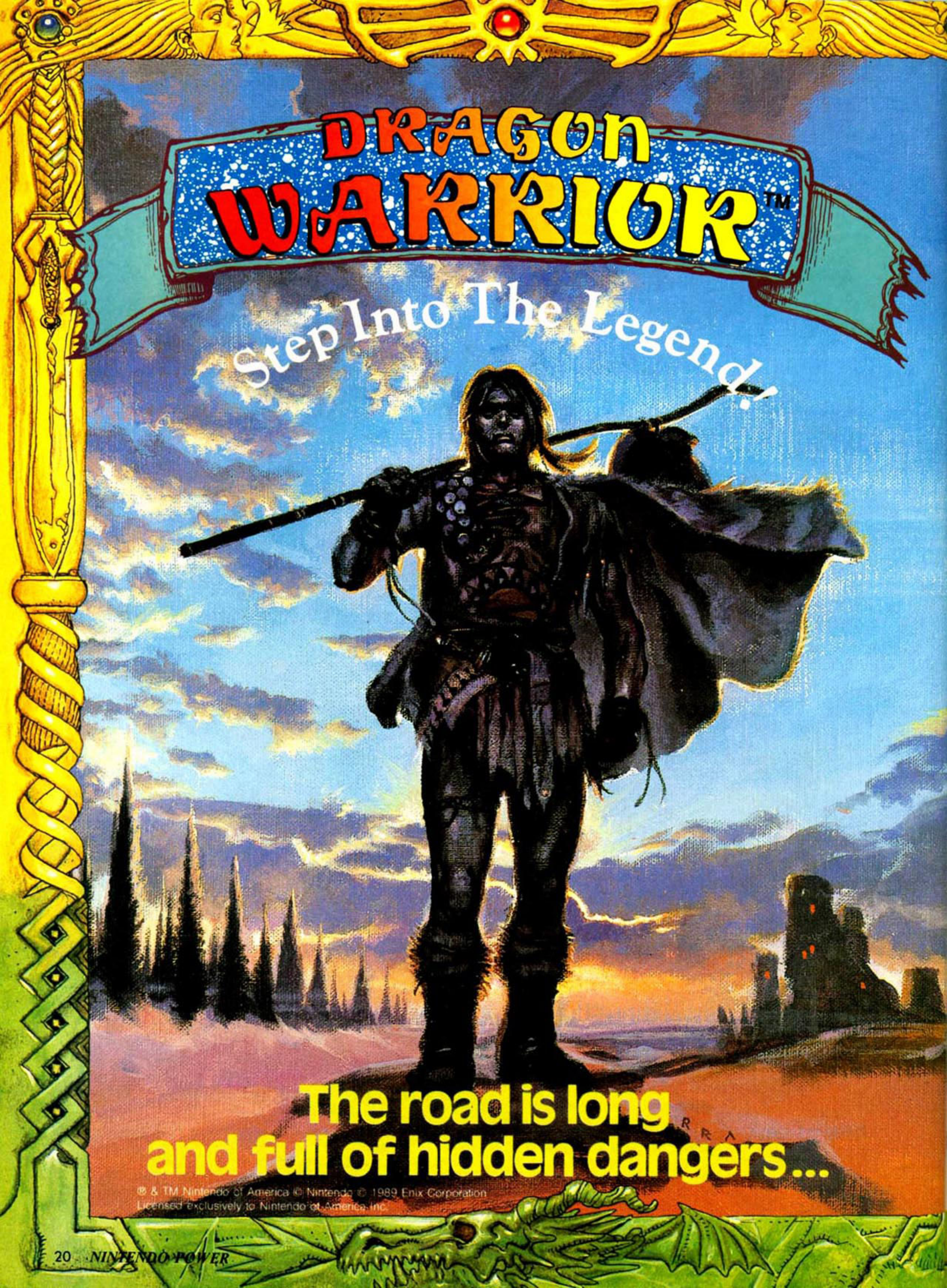
IT'S NOT OVER YET



"Launchpad dropped me off at a Bonus Stage. I wonder how that happened?"

Well, Scrooge is pretty pleased with himself. He's retrieved all five of the treasures, and is totaling up his money on the computer back in Duckburg when Flintheart Glomgold shows up and ruins everything. He steals the five treasures and now Scrooge has to go to Transylvania and defeat Dracula Duck to get them back. I guess when you're the greatest treasure hunter in the world, you should come to expect things like this.




DRAGON WARRIOR™
Step Into The Legend!
The road is long
and full of hidden dangers...
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Role Playing Adventure for the NES!



Never before have you experienced this kind of adventure on your NES. Beyond hope and fear, you must conquer implacable foes, solve riddles as old and as dark as the caves of Alefgard, and dare to face hardship and heartache that would break many a great warrior. In the last issue you learned about the importance of spells, items and listening to villagers. Now it is time for you to set out on your grand quest. Indeed, the challenge of a lifetime awaits those brave and adventurous souls who answer the call to restore peace to Alefgard.

Beware the dark marshes of poisonous thorns.

To cross this channel you'll need great wisdom.

Treasures and terrors dwell in the caves of Alefgard.

Not all the towns are places of commerce and rest.

Bridges are not the only means by which one may cross the sea.

Tantegel Castle and the Town of Brecconary.

TANTEGEL CASTLE



There is more to this castle than you may think. Be sure to explore it thoroughly.

Your quest in Alefgard begins in the heart of the kingdom. Here you will find information, weapons, tools, and a bed at the Inn. In the future, if you return, you'll find that you are still welcome.



BRECORY



Almost everything you will need can be found in Brecconary and other towns.

To Save, See the King.

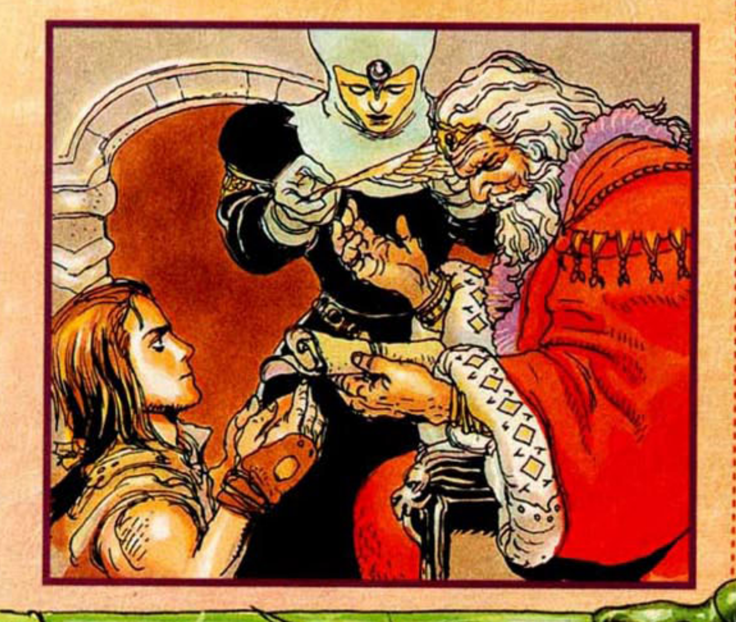
As your quest is bound to last many days, at some point you will want to stop and save your progress. Return to King Lorik in the castle and follow his instructions. Later, resume play at the same point.



After reaching a new Level, go to the castle.

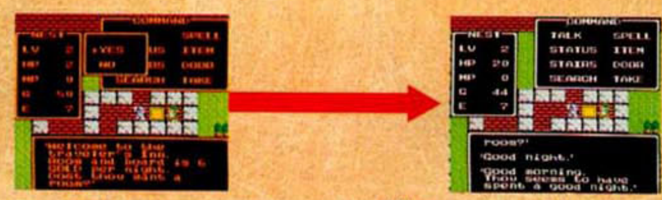


The King saves your deeds on an Imperial Scroll.



Recover HP at the Inn.

During battle you are sure to receive a few wounds. Each time you do, your Hit Points will be reduced. If your HP is too close to zero, you're in critical condition.



The Text turns orange when your HP is too low.

After a stay at the Inn your HP is at maximum.

Begin with the Bare Neccesities.

When you first visit Brecconary, your supply of gold is slim. Most items are too expensive. For now, buy the items you can afford.



Your choice is limited.

Buy clothes for protection.

Buy the club for fighting.

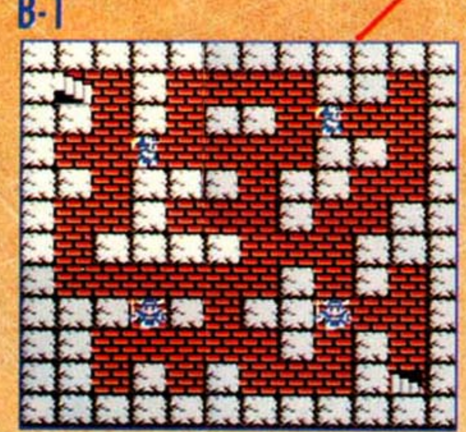
Explore Erdrick's Cave.

As you fight monsters, your experience will increase and your Level will rise. You will begin to venture further afield and discover new mysteries. One such mystery is the cave northwest of Tantegel Castle. Inside you will find a puzzling maze, but if you persist you will eventually find the tablet left by Erdrick so long ago.

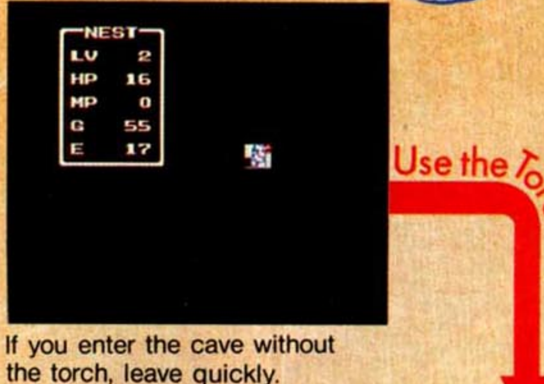


Entrance

B-1



Upon first entering the cave, you will find that you cannot see to move about. If you brought a torch, select it from the item list. Now a small patch of the floor is revealed. Use the map shown here to explore the maze.



If you enter the cave without the torch, leave quickly.

Use the Torch



Be patient and explore each corridor.

B-2





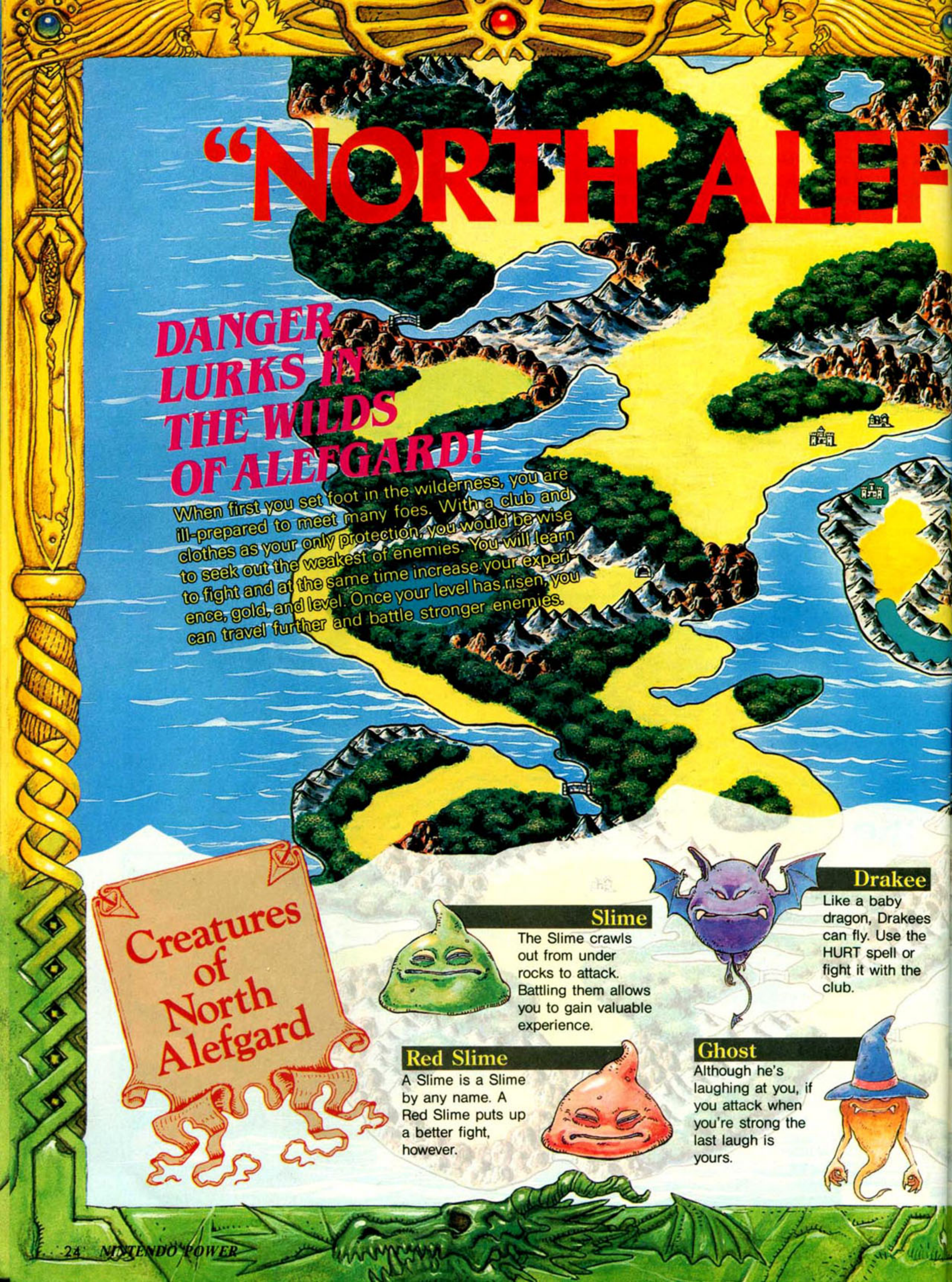
Even with the torch you must search for the tablet.

Discover the past!

Erdrick was not only a legendary warrior, he was also a great wizard who could glimpse the future. In his tablet, he left important clues to help the hero who would follow; that hero is you. Although all that is said may not make sense at first, in time it will. The message contains secrets known only to Erdrick. And only he has faced an enemy as evil as the Dragonlord.







"NORTH ALEF

DANGER LURKS IN THE WILDS OF ALEFGARD!

When first you set foot in the wilderness, you are ill-prepared to meet many foes. With a club and clothes as your only protection, you would be wise to seek out the weakest of enemies. You will learn to fight and at the same time increase your experience, gold, and level. Once your level has risen, you can travel further and battle stronger enemies.

Creatures of North Alefgard

Slime

The Slime crawls out from under rocks to attack. Battling them allows you to gain valuable experience.

Drakee

Like a baby dragon, Drakees can fly. Use the HURT spell or fight it with the club.

Red Slime

A Slime is a Slime by any name. A Red Slime puts up a better fight, however.

Ghost

Although he's laughing at you, if you attack when you're strong the last laugh is yours.



Bridges to Adventure!

The land of Alefgard is divided by many channels, bays, and arms of the sea. In your quest you must cross many bridges. Each leads to greater dangers.

West of this bridge are weak Slimes.

But in the east you face Scorpions.

Scorpion

Cast the spell of SLEEP on this monster, then finish it off with your club. A sleeping monster cannot fight back.

Magidrakee

More powerful than a Drakee, this creature knows magic and can cast Hurt spells at you.

Magician

With magic and stamina the Magician will attack those unwary travellers who trek far from the safe walls of Tantegel.

Skeleton

A determined and fierce opponent, the Skeleton does not give up easily. Try putting him to sleep, then attack.

Warlock

The Warlock's spells are dangerous. Make sure your Hit Points are high if you challenge him to battle.

Raise your level by fighting!

Each time you defeat an enemy you will gain experience points. When you have accumulated enough experience points your Level will rise. Higher levels allow you to learn spells. Your speed and strength will also increase. Raising your levels should be your first goal once you leave the safety of Brecconary.



Once you have earned enough experience points in battle, your Level will go up. It's a good time to save your game.





Your strength, agility, attack and defense power increase as your Level rises.



It will be a long time before you can defeat a dragon.

Only experienced heroes can face this.



Level 3: Journey to Garinham!





In the far Northwest corner of Alefgard is the ancient town of Garinham. Many secrets lie locked behind the doors of this village. As in all towns, it is important that you talk to everyone and explore everywhere.

Unlock the Secrets!

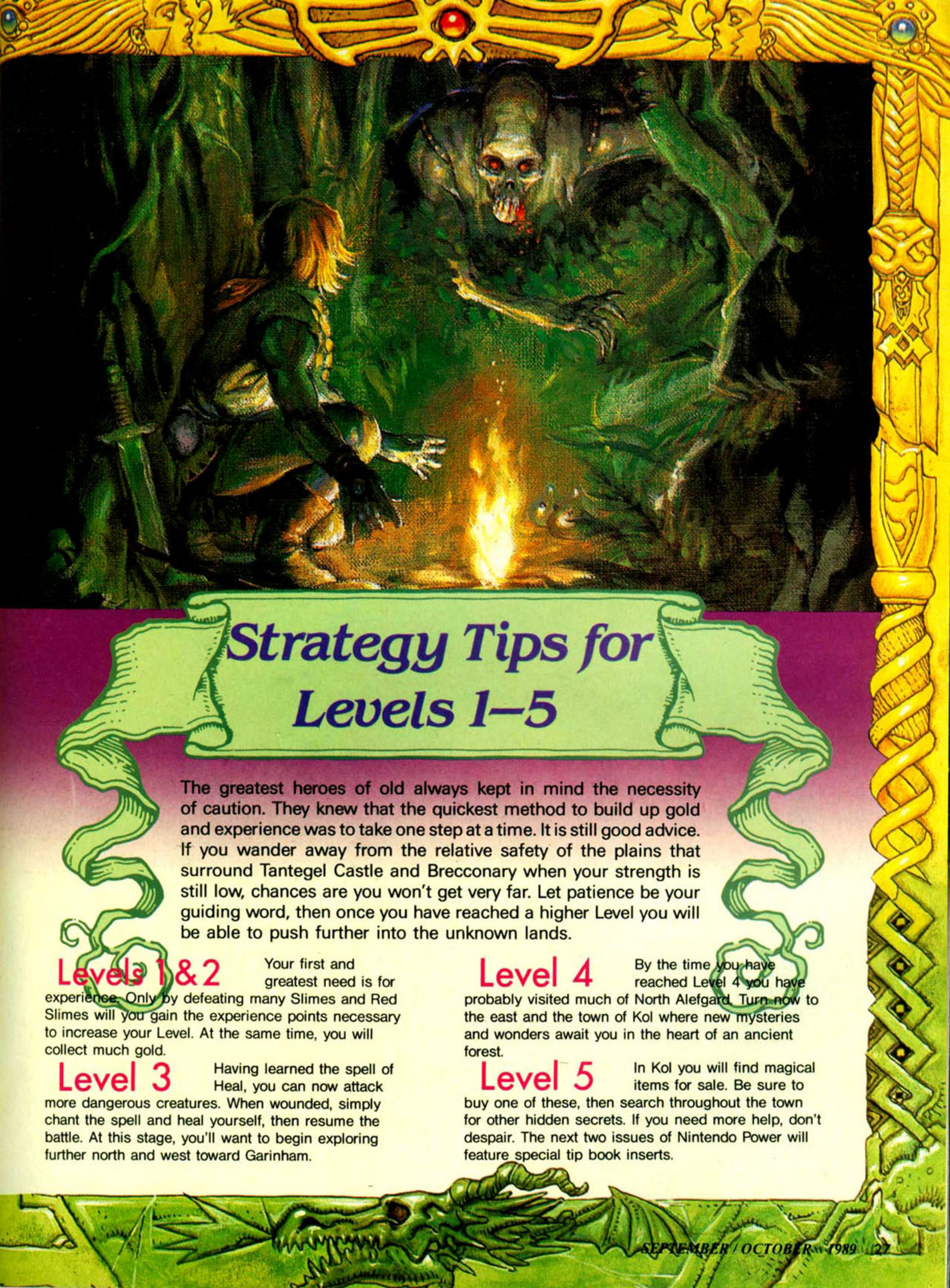
Garinham holds a terrible secret locked away from all prying eyes. In time you will have to venture into the darkness and face the hidden curse.

Learn a Spell at Level 3!

As you reach higher Levels of experience you will sometimes learn a new spell. At Level 3 you learn the first spell. Further spells are learned when your Level rises.



The power of the Hurt spell, which you learn at Level 4, allows you to defeat creatures that once seemed invincible. Use this magic wisely.



Strategy Tips for Levels 1–5

The greatest heroes of old always kept in mind the necessity of caution. They knew that the quickest method to build up gold and experience was to take one step at a time. It is still good advice. If you wander away from the relative safety of the plains that surround Tantegel Castle and Brecconary when your strength is still low, chances are you won't get very far. Let patience be your guiding word, then once you have reached a higher Level you will be able to push further into the unknown lands.

Levels 1 & 2

Your first and greatest need is for experience. Only by defeating many Slimes and Red Slimes will you gain the experience points necessary to increase your Level. At the same time, you will collect much gold.

Level 3

Having learned the spell of Heal, you can now attack more dangerous creatures. When wounded, simply chant the spell and heal yourself, then resume the battle. At this stage, you'll want to begin exploring further north and west toward Garinham.

Level 4

By the time you have reached Level 4 you have probably visited much of North Alefgard. Turn now to the east and the town of Kol where new mysteries and wonders await you in the heart of an ancient forest.

Level 5

In Kol you will find magical items for sale. Be sure to buy one of these, then search throughout the town for other hidden secrets. If you need more help, don't despair. The next two issues of Nintendo Power will feature special tip book inserts.



4 Times The Fun

Four players can now tap into the Power of the NES. With a new family of games designed to be played by four people, the action and excitement is wilder than ever. Team up and plan strategy in some games or go head to head (to head to head) in direct competition in others. Existing four-player games like Anticipation don't take advantage of the 4-players/4 controllers capabilities, but even with these games the Satellite can add new dimensions.

Choose your Controllers!

Controllers come in all shapes, colors and sizes. They can make or break your game. They are one of the most important elements of any video game system, and because everyone has his or her favorite controller, the NES Satellite was built to allow you total freedom of choice. Any controller approved for use with the NES can be used with the Satellite. In fact, if four people are playing and each likes to use a different type of controller, with the Satellite there's no problem. At the same time, when you plug into the Satellite, every controller becomes a wireless remote. That's what we call the power of freedom, or is it the freedom of power?

Since mankind first took a controller in hand and began to play Nintendo games, he has wondered if someday he would be able to play against more than a single opponent, if he could play from any part of the room and if he could still use the controller of his choice. That day has finally arrived!



The Power of Long Distance!

The power of the NES Satellite doesn't stop with its four-player capacity. It's also a wireless, remote station, which means that you can place it up to 20 feet away from your Control Deck. Now you can kick back in your favorite chair while you conquer the evil beings of the universe or challenge the world of video athletic competition.

Great new four-play
are rocketing your



Strap on your helmet, buckle your seat belt, and get ready for the dirt pounding energy that made Super Off Road one of the top hits in the arcades. Experience the free-wheeling, battering action when four drivers plug into the Satellite and go for it.

Around the world, and plugged into the Satellite, off-road racers are reviving up to meet you. Your 4x4 may be fast, but it's going to take driving skill and nerves of iron to go the course. And you can bet that your buddies aren't going to be coasting through. The payoff comes when you finish high in the standings.



Driving alone pits you against the computer.

Just like on the real off-road circuits, your goal is to finish in the big money. But it's not so easy with three manic gearheads in hot pursuit.



Killer pot holes big enough to bury an eighteen wheeler, and ribs (ridges and bumps) that can shake your boots off are scattered all over the tracks. Whoever has the quickest recovery has the edge.







Beat out the others and spend the winnings on speed accessories.

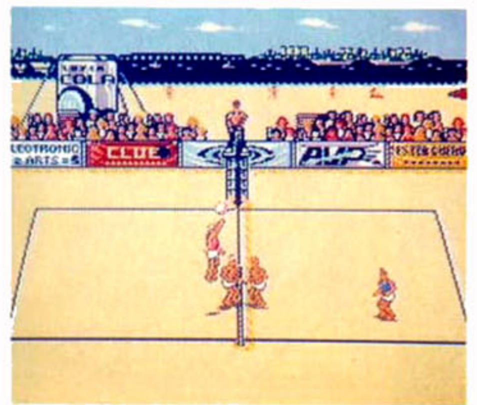
games way.

NES PLAY ACTION FOOTBALL™

Drop back, pitch out, go deep or sneak it up the middle. NES Play Action Football gives you the power of choice. With four players, your teammate and you must work together both on offense and defense. Plan a double blitz and sack the QB! Or run a reverse with your teammate, leaving the other guys to tackle turf. The possibilities are endless with Nintendo's new grid iron Game Pak. Check out the preview on page 69 for more details.



Get out your sunscreen and shades for this Ultra hot volleyball action. Flip for teams then plug into the Satellite. Remember, no touching the net or spitting into the wind.



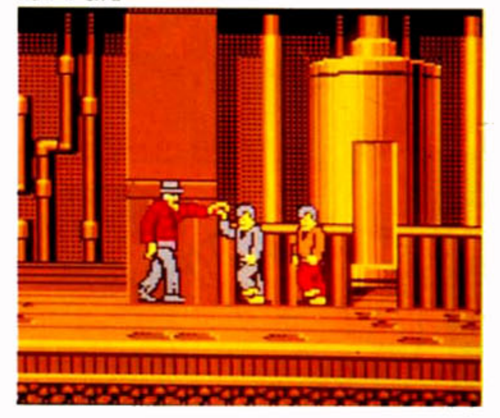








You may never go to sleep again once you enter Freddy's nightmare world. You and three of your friends, the Elm Street neighborhood gang, have only your cunning and the power of the Satellite to get you through in this LJN horror Pak.





B-Ball, pick up style. Put your schoolyard moves to the test against your friends. Fast breaking action with four players will keep you driving up court for the quick hoop. A Tradewest production.

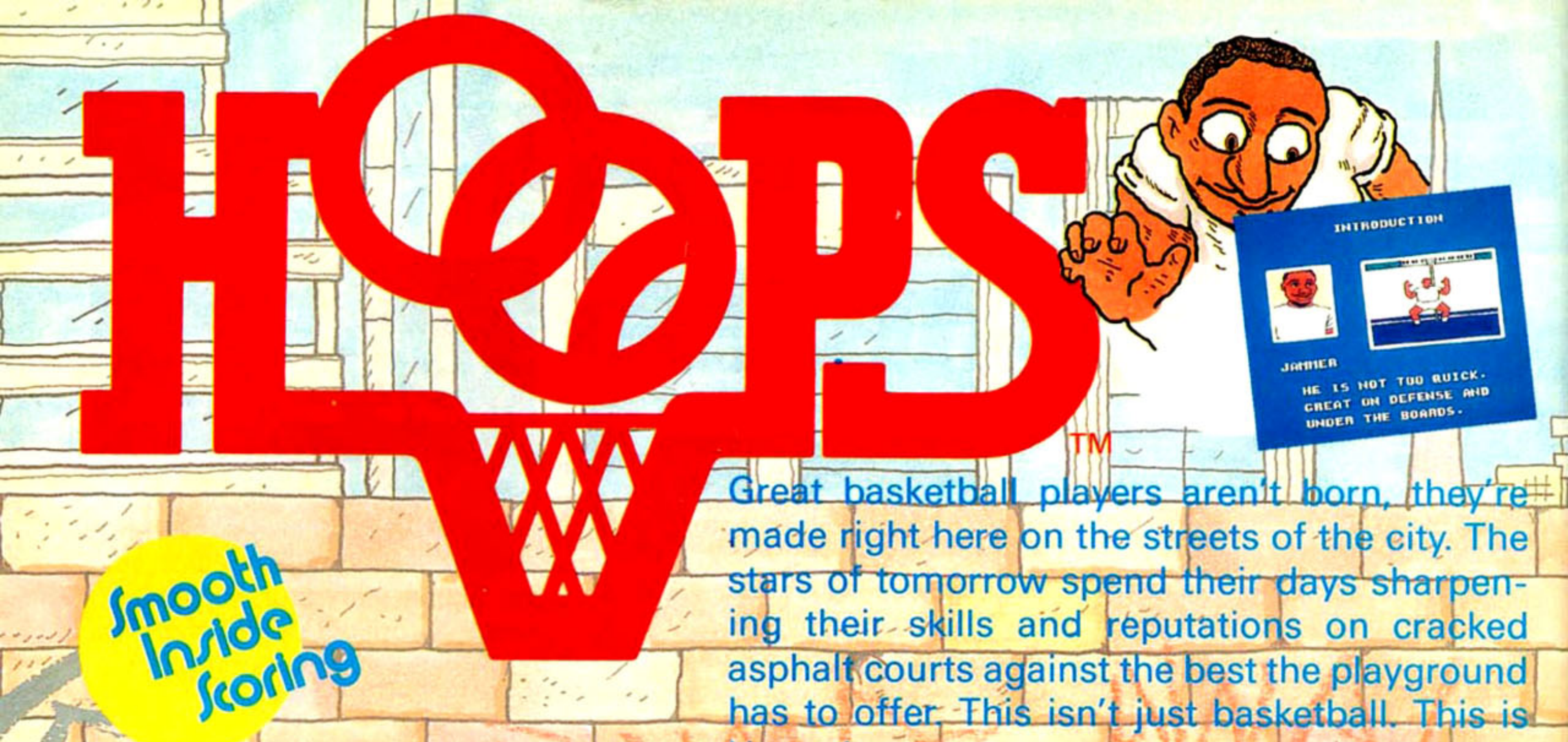




When you and your pals aren't out surfing, you can still have fun in the sun with a ball, a net and a lot of sand. While one of you digs deep for a high set, the other leaps up to smash the ball past the defenders. Get set for this Nintendo hit to arrive in early '90.



HOOPS™



Great basketball players aren't born, they're made right here on the streets of the city. The stars of tomorrow spend their days sharpening their skills and reputations on cracked asphalt courts against the best the playground has to offer. This isn't just basketball. This is Hoops!

Now lace up your high tops and head for either the Western or the Eastern court, and see if you can become one of the legends of the playground.

Each of the players will perform according to his or her own strengths and weaknesses in either two-on-two or one-on-one games.

You'll be choosing from eight of the playground's best players.

You can play on your own.

Or with a friend.

Get a password to continue.



THE FUNDAMENTALS OF THE GAME.

SHOOTING

You'll need to shoot the "J" if you want things to open up inside.



Bomber buries one from the corner.

PASSING

A playmaker who can find the open man is worth a dozen scorers.



Wiz spots an opening inside.

STEAL THE BALL

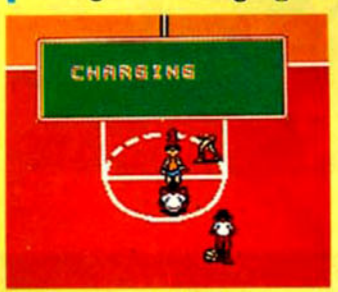
Quick hands can get you some easy baskets. Move it!



Legs picks off an errant pass.

DEFENSE

If you get good position, you can set up and get a charging foul.



Jammer takes a charge.

TURN OVERS

TRAVELLING

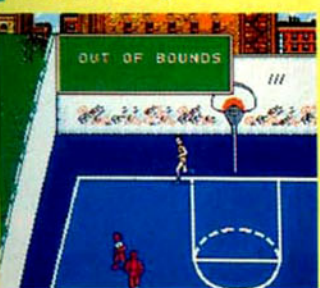
Be sure to release the ball after jumping, or you'll lose the ball.



Whoops! You forgot to shoot.

OUT OF BOUNDS

If you miss your teammate with a pass, the other team gets the ball.



You zigged when you should have zagged!

THE SLAM DUNK!!!

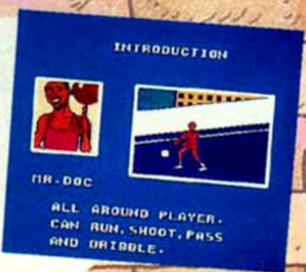


Mr. Doc's aerial show!

Legs, Bomber, Face and the gang will be taking it to the hoop for your NES soon. Until then, see you on the courts!



Long Range Dead-eye.





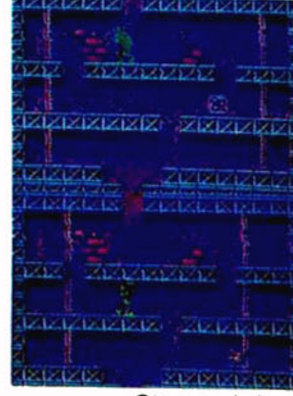


How do I get through Section 17 in Area 4?

Time is of the essence here. The spiked walls are closing in and you only have a few moments to drop down to the bottom. Since the holes in the floor are narrow, you will only be able to drop down if you stop completely when you reach them. The short amount of time that you have will not allow you to go over the holes and double back. While going down, don't attempt to collect the special items that are in the walls, as they are impossible to retrieve. The walls will close in before you have a chance to get to them.



This item is only here to distract you.



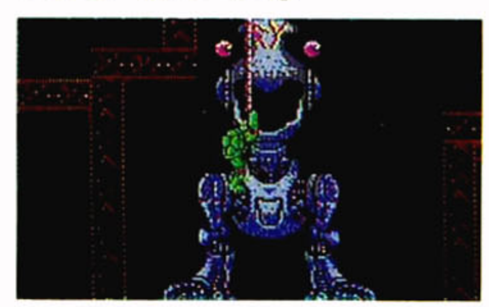
Stop and drop.



How do I defeat the enemies at the end of Areas 4 and 5?



Donatello may be slower to swing than his brothers, but with his Bo, he definitely has the ability and strength to beat the huge Mouser that waits at the end of Stage 4. Make sure that Don gets below this robotic rodent and jabs upward with his Bo. In just a few strokes, Don will send Mouser parts flying.

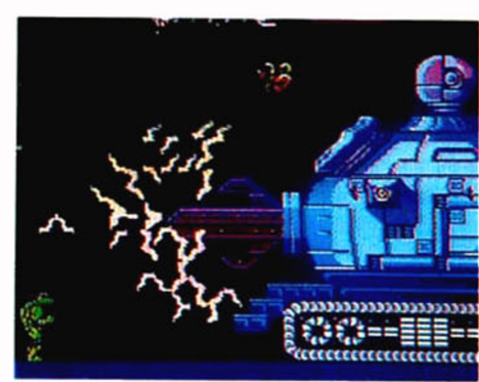


Give Don a crack at the mighty Mouser.

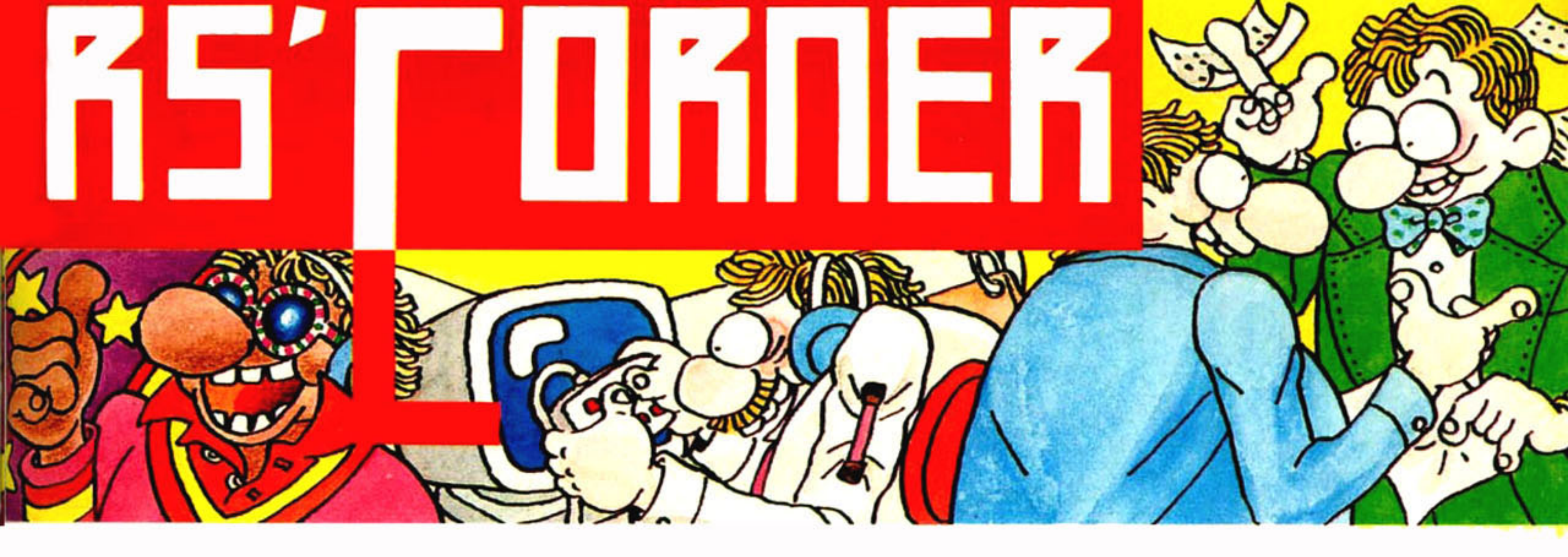


The giant tank in Stage 5, Technodrome, is one of Shredder's most devastating mechanical inventions. To disable this beast you must get to the giant eye and destroy it. Scrolls are the best weapon to have here and the machine must be taken on bit by bit.

First, go after the force field up front and then work on the hatch from which members of the Foot Clan use to enter and exit the tank. The gun turrets should be next on your list. Jump away from their fire and swing or shoot when you have a chance. You'll have a clear shot of the eye here and it will take some trained fighting to beat it. On the Technodrome, it is safe to walk on the tread but be careful and make sure that you don't fall off and get crushed.



Who's afraid of the big bad Technodrome?

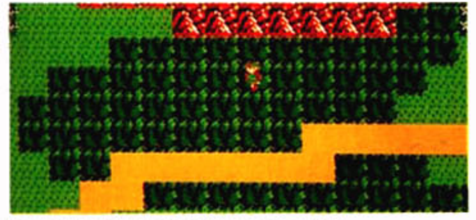




Where is the Hammer?



This important tool will help Link open many passages on his way to the Great Palace. He'll find the Hammer hidden deep in the dark caves of Death Mountain. To get there, Link must cross the river in the water town of Saria, and only Bagu, the hermit that lives in the woods northeast of Saria, will give him the proper river-crossing credentials.



Look for Bagu in these woods.

Choose caves to the east and to the south.





Link will find the correct passages in Death Mountain by always choosing the cave entrances to the east. If there is no eastern cave, he should choose the one to the south. Once he's gone through the maze, Link will find a hole in a wide open space, just north of a small graveyard. This is the way to the Hammer.

The enemies in Death Mountain are mean and malicious. Make sure that Link receives the Life Spell by returning the lost mirror to one of the villagers in Saria and that he builds up to at least the fourth level in Attack, Magic and Life before exploring this dangerous stretch of Hyrule.



Return this item to someone in Saria and Link will have the power to recharge.

Game Play Counselor Profiles



Todd J. Bergmann

Became Game Counselor: January, 1989
Hobbies: Scuba Diving, Weight Lifting, Tennis
Highest Game Score: Track & Field 999,999
Favorite NES Game: The Guardian Legend



Kim Racey

Became Game Counselor: January, 1989
Hobbies: Reading, Fishing, Cross Stitching, Video Games
Highest Game Score: Bomberman 7,628,500
Favorite NES Game: Legend of Zelda



Dave Murray

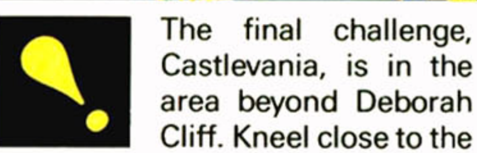
Became Game Counselor: January, 1989
Hobbies: Saltwater Fishing, Camping
Highest Game Score: Athena 4,000,000
Favorite NES Game: Mike Tyson's Punch-Out!!



Rob Baker

Became Game Counselor: January, 1988
Hobbies: Paper Maché Sculpture, Piano, Guitar, Movies, People Watching
Highest Game Score: Bubble Bobble 6,688,260
Favorite NES Game: Mega Man





Where is Castlevania and how do I get there?

The final challenge, Castlevania, is in the area beyond Deborah Cliff. Kneel close to the rock wall at the cliff for a few seconds with the Red Crystal and let the whirlwind take you to Bodley Mansion. From the mansion, move on to the right through a town and over a broken bridge. At the stairway, go down and continue to the right until you reach a wall. If you have the Cross and all five parts of the Count, you'll be able to break the bricks in the wall by using the Nail or the Holy Water. Keep going and you'll be on your way to Castlevania and a final encounter with the Count.



Kneel here and wait for the whirlwind.



Choose the downward path.



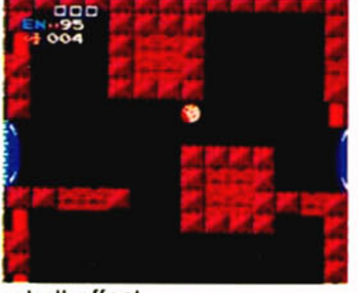
If you have all the Count's parts, you can break the wall.



METROID™ How do I get over the wide gap and tall pipe in Ridley's Hide Out?

Bombing ability is Samus Aran's most versatile tool. With the explosive devices Samus can defeat enemies, break through barriers and propel to new heights. In the Hideout of Ridley (Mini Boss II), there are a few places where Bombs are particularly useful. At the top of a long shaft, there is a narrow ledge and a door to the right that is unreachable unless Samus is rolled into a sphere and that makes it an impossible jump. With a few well placed Bombs and some good timing, however, Samus can blast and bounce to the ledge and eventually receive more Missiles on the other side. In the same Hideout, there is a tall pipe with a narrow gap between the top of the pipe and the ceiling. While some Metroid maniacs like to use consecutive bombs to cannon ball up and over the pipe, there is more than one way to get to the get past this obstacle. In the floor to the right of the pipe, there is a singular section of brick that can be destroyed by using a Bomb. This will allow Samus to go down one layer of bricks and roll under the pipe.





Use Bombs for the Human Cannonball effect.





The Bombs will open new paths.



ADVENTURES OF LOLO™

How Do I Get Through Section 10-3?

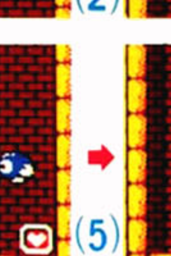
The first Heart Framer that you should retrieve here is in the upper right. (1) Encase the Snakey on the right side, cross the stream with the egg, collect the Heart Framer and (2) cross the stream again when the egg is near the center. (3) Repeat the same process on the left side. (4) Next, move the Emerald Framer on the right to block the upper part of the Medusa and collect the Heart Framer above. (5) Encase the Snakey on the right, move the egg to the right side of the Medusa and collect the Heart Framer. Repeat the same process on the left side, but this time, fire at the egg after you collect the Heart Framer, so that the Snakey will return to its original position. (6) Then, destroy the rock that blocks the Don Medusa when the Don Medusa is heading upward. Hide behind the Snakey on the left, encase it and block the entrance to the lower enclosed area when the Don Medusa is there. This will give you a clear shot to the Treasure Chest.

(1)

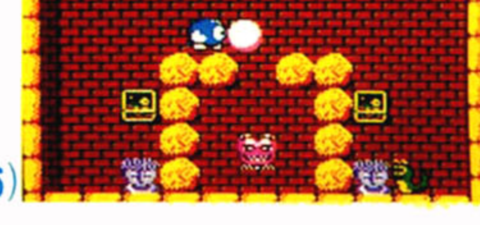

(2)

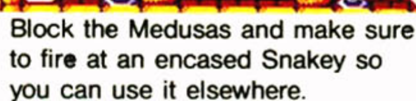

(3)


(4)

(5)


(6)



Block the Medusas and make sure to fire at an encased Snakey so you can use it elsewhere.



UNCLE FESTER'S QUEST™

THE ADDAMS FAMILY

Uncle Fester of TV's Addams Family returns in this wacky new adventure game from Sunsoft. It's more fun than watching reruns!

One night, Uncle Fester's peaceful moonbathing was rudely interrupted when a giant UFO flew overhead and captured all of Fester's neighbors with a teleportation beam. The presence of weird and slimy alien creatures in his town would not normally faze the wacky Uncle Fester, but these buggers were decidedly unfriendly. After puttering about in his attic all night, Fester emerged the next morning with a weird wave-beam gun and set out to clean up the town. You must guide Fester as he adventures through the maze of his partially ruined neighborhood and tries to rescue the kidnapped townspeople.



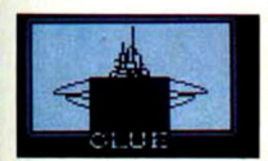
HOT DOG STAND

Hot Dogs are a new favorite food for Fester. By eating them, he regains lost health. Hot Dog Stands can be found everywhere. Fester will eat plenty before he finishes his quest.





CLUE BOX



The Clue Box lets Fester know how far he's progressed in his quest.

ITEMS



Objects essential to Fester's Quest can be found in the town's many homes.



WHIP

The Whip is a useful weapon that Fester acquires later in his quest. It has four different levels of power.







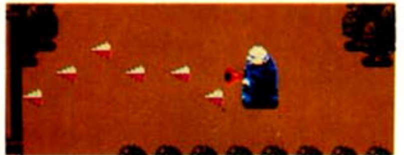
The Sub-screen displays the various devices Fester will need to defeat the alien bosses. Use them all frugally to reach the final goal.

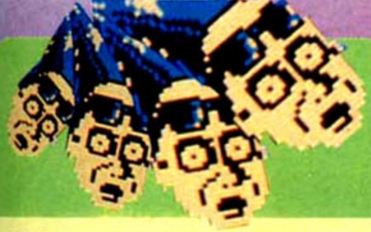
GUN

Fester's freaky gun fires some far-out projectiles. It has eight different power levels. Fester's aim is not good, and you'll need practice to score hits. Fortunately, Fester has unlimited ammunition!



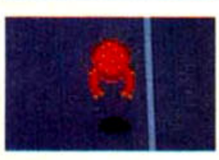






Here are some of those obnoxious aliens that have infested Fester's neighborhood. Each has its own mode of locomotion and attack.







Space Frogs jump sluggishly in Earth's gravity. Shoot or avoid these alien amphibians.

Skeeters are easy to hit, but the bugs and slugs they spawn when popped slow Fester down.





Watch out for this guy! He appears when Fester stays in one area too long.

When attacked, Slimes multiplies. Shoot again to get items.



Wall-munchers are dangerous beasts; they can burrow through barriers to make surprise attacks.



Collect the blue power-ups, but avoid red power-downs that the Slimes leave behind.



Wall-munchers are quick and persistant. Stay on them!



Power-up by procuring items.

Collect as many blue GUN symbols as possible, as they raise Fester's power level. Also, light bulbs illuminate the sewers, keys open doors and dollars buy Hot Dogs.

Go down Main Street a few times, defeating enemies.

Power-up Fester's gun to maximum levels this way.

Poke around town!

Stairways give access to the city's sewer system. This slime infested maze leads to otherwise inaccessible areas of the town above it.

Explore every sewer!

Some sewers don't lead to interesting areas, but Fester should investigate them anyway. In some he can power-up.



Find the members of the Addam's Family!

The other members of the Addam's Family are located in the houses scattered about the town. Use keys to enter these houses to get the items they can give to Fester.



PUGSLY He mixes some mean explosives . . .



WEDNESDAY Her Vice Grips speed Fester along.



THING This bubbling potion restores health.

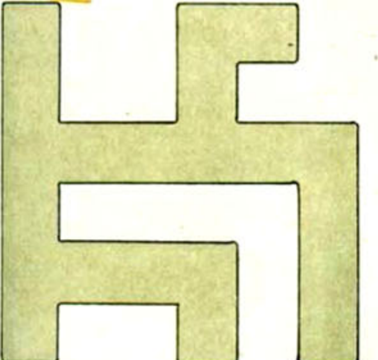


THING Use this for temporary invincibility!

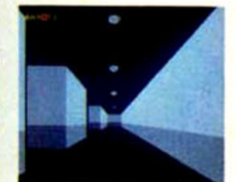


Boss bases are in the buildings!

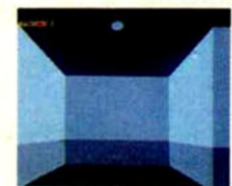
To confuse potential town-savers, each boss has made the building it inhabits into a dizzying maze. During play, these complexes unfold in puzzling 3-D perspective. The following overhead view maps should help you guide Fester to the doors where the bosses live.



The first building does not have a boss, but it does hold a secret that can help Uncle Fester. As Fester progresses through the town, he can gain additional boxes for his health meter.



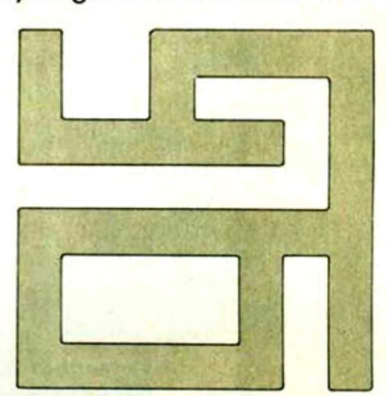
Fester bravely explores the empty maze, even dead-ends.



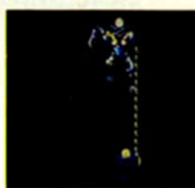
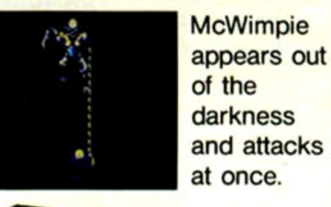
Clumsily, he runs into one of the walls . . .



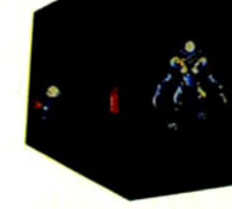
. . . and gains another health box!?!



Using his tentacled arms, pointy-eared McWimpie will try to frustrate Fester. McWimpie's name may be deceiving, since he's anything but weak.

McWimpie appears out of the darkness and attacks at once.



Don't be skimpy with your T.N.T.Blow him away!



Once you beat McWimpie, you can't go back!

Since Fester can't return once he's defeated McWimpie, make sure Fester has all the items described above before he fights him.



The building's door is blocked.



Fester can't go this way!



It's into the sewers again!



Fester will need to defeat all the bosses to get to the U.F.O. It's a long and hazardous journey.

The town and sewers should be easy, but refer to the map if you need help.

7. MORTICIA

9. THING

ADE



More valuable items from Fester's family.

Fester finds the foes here more ferocious than before. He'll need more creature confounding contraptions if he's to continue his quest.



MORTICIA

She gives Fester a whip from the family torture chamber.



THING

These handy Missiles blow away multiple enemies.



MAMA

Use her nooses to summon Lurch for help. "You Rang?"



MANSION

What will Fester acquire in the Addam's Family mansion?



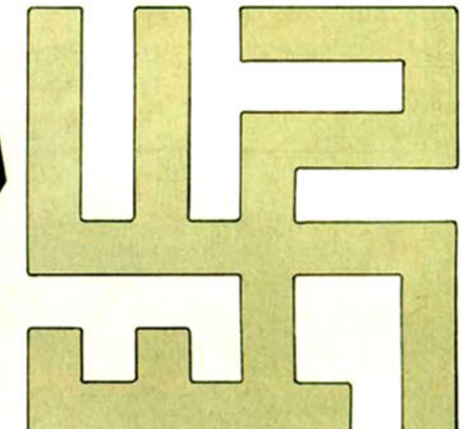
Advance intelligence on alien Bosses!

It will take repeated efforts to subdue these stalwart space bosses. Fester needs to try every weapon to find the combination of attacks that work.

XYBAR

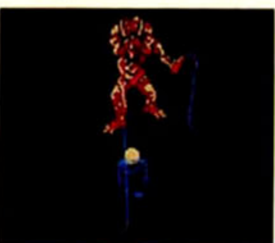
Quicker and tougher than McWimpie, Xybar uses a similar attack strategy. He follows Fester relentlessly, flailing with his deadly tentacles.



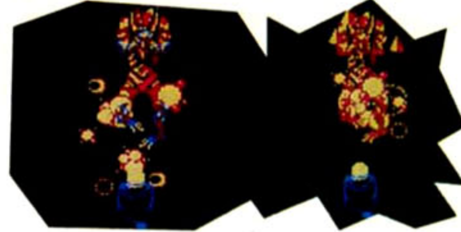




To counter Xybar's brutal attack, Fester drinks the Invisible Potion.



While the potion is in effect, Fester is invincible!



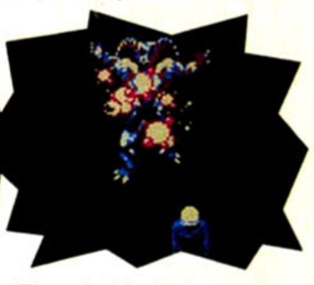
Fester's free to zap Xybar!

Mr. THUNDERBLADE

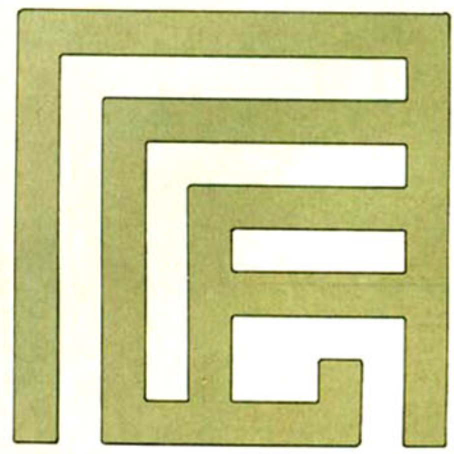
Named after his awesome sword, Mr. Thunderblade is possibly the toughest boss. Fester uses every weapon to win!



Repeatedly hit him in the chest.



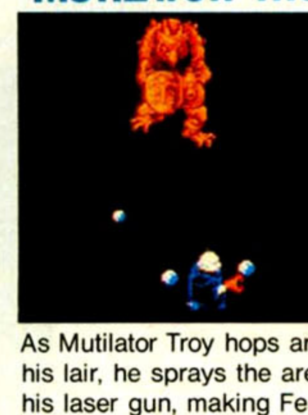
Thunderblade tranquilized!!



Beat these two and you're on to the U.F.O.

MUTILATOR TROY

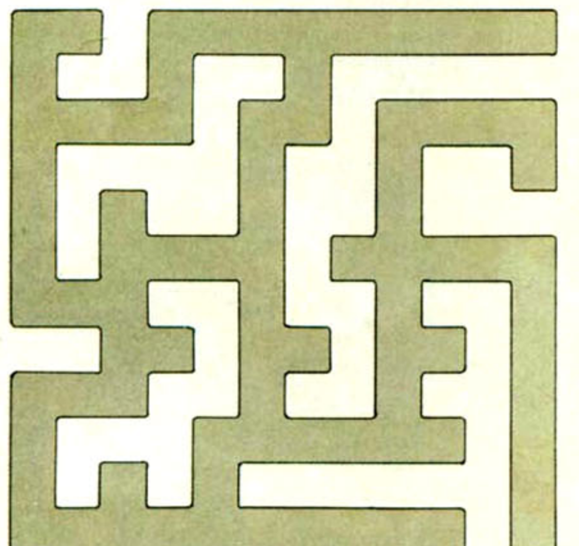
Armed with a deadly laser tommy-gun and invincible shield, Mutilator Troy attempts to mangle Fester.



As Mutilator Troy hops around his lair, he sprays the area with his laser gun, making Fester's life miserable. Use the Invisible Potion, Flaming Whip and Missiles to beat him.

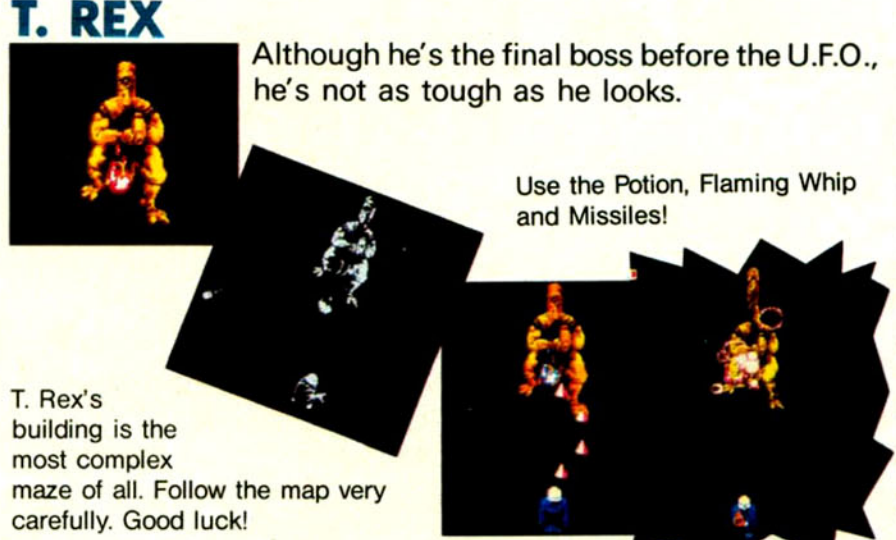


Persistence pays off once again— another boss down!



T. REX

Although he's the final boss before the U.F.O., he's not as tough as he looks.



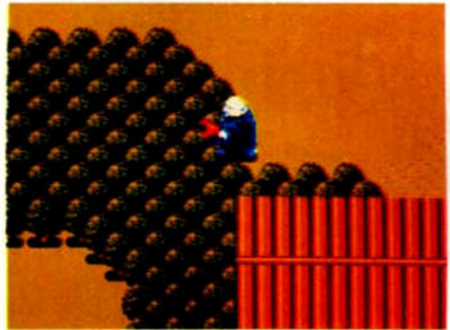
Use the Potion, Flaming Whip and Missiles!

T. Rex's building is the most complex maze of all. Follow the map very carefully. Good luck!



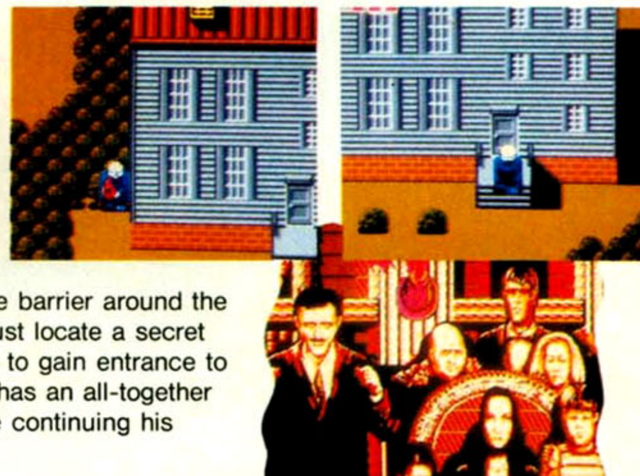
Get another Health Meter Box!

Before the final showdown with T.Rex and the U.F.O., it's possible for Fester to obtain a fourth Health Meter box. This power-up is the Addam's Family's final assistance to Uncle Fester. To get it, Fester must find a way into the Family Mansion.



The Addam's Family mansion is a different color than other houses.

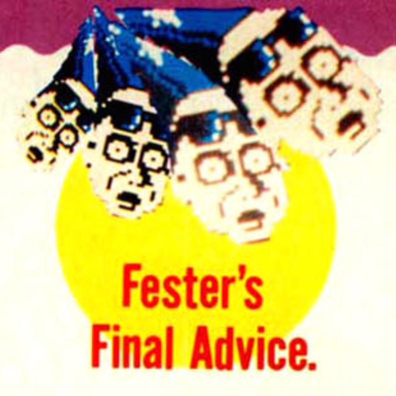




Bushes form an impassible barrier around the Family mansion; Fester must locate a secret tunnel through the hedges to gain entrance to his home. Once there, he has an all-together ooky family reunion before continuing his quest.

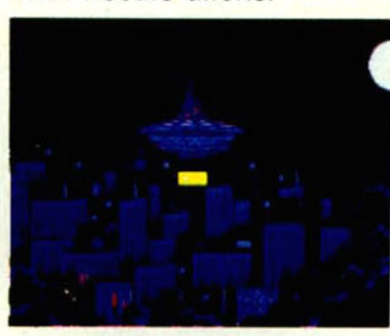
START

- **A.** See Pugsly for T.N.T.
- **B.** Get Vice Grips from Wednesday.
- **C.** Procure the Potion from Thing.
- **D.** Acquire the Invisible Potion.
- **E.** First Building: Health Box Power-Up.
- **F.** Second Building: Boss McWimpie
- **G.** Meet Morticia for the Whip.
- **H.** Third Building: Boss Xybar.
- **I.** Encounter Thing again for Missiles.
- **J.** Fourth Building: Mr. Thunderblade.
- **K.** Fifth Building: Mutilator Troy.
- **L.** Addam's Family Mansion: Power-Up.
- **M.** Secure Nooses from Mama.
- **N.** Sixth Building: T. Rex
- **O.** Fester's final objective: the U.F.O.



Fester's Final Advice.

Follow the proper sequence of tasks in order to finish the game. If you skip a step, you may miss out on an important item. Use the maps to quickly go through areas and minimize your contact with hostile aliens.



GAME HINTS

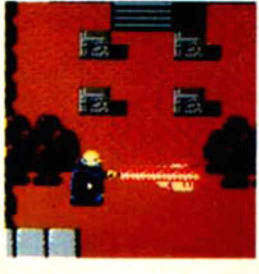
—Explore every area, even though some are optional. Don't skip anything!
—Make sure you meet all the members of the Addam's Family.
—Use your items wisely, don't waste any of them.
—Be careful using the A Button when at an entrance.
—Destroying Slime is a good way to get several Power-Up items, but use caution, or he'll get bogged down.
—The Whip allows Fester to defeat enemies and capture items through barriers such as hedges and walls.
—Once he enters the U.F.O., Fester can't go back.

"Be Prepared ..."

A good motto to follow before entering the U.F.O. base.



Make sure Fester's Gun is at maximum strength.



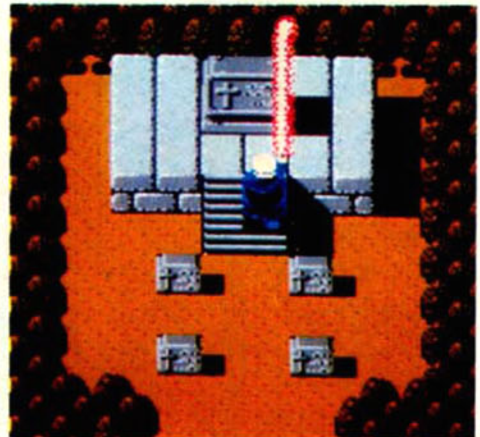
A Flaming Whip is also essential.



Finally, four full Health Boxes are needed.



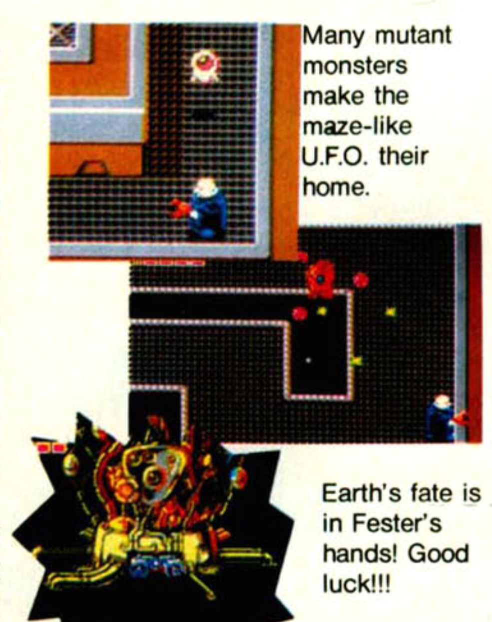
Enter below at your own risk!



Strange and powerful creatures infest the U.F.O. If in doubt, use nooses to summon Lurch to clean them up!

Fester can't go back now!

As the final part of Fester's Quest, the U.F.O. is the most challenging. The corridors twist and turn, full of alien guards.



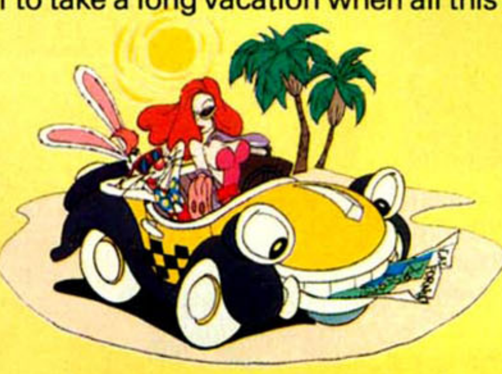
Many mutant monsters make the maze-like U.F.O. their home.

Earth's fate is in Fester's hands! Good luck!!!

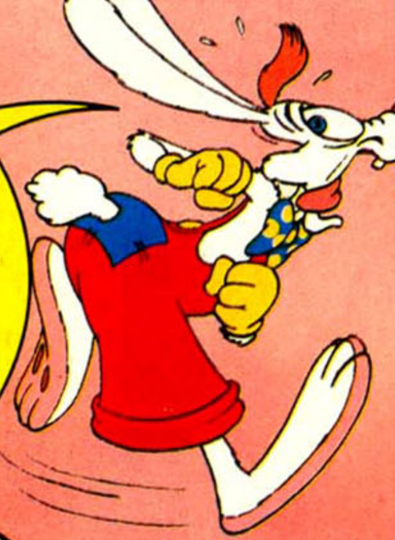
Who framed ROGER RABBIT™

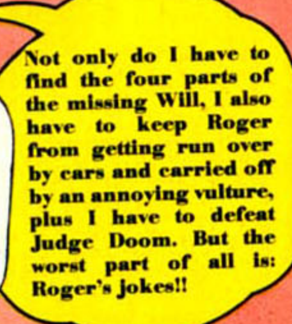
NOTES ON THE ROGER RABBIT CASE

R.J. Maroon has been murdered. All evidence points to the famous movie star toon, Roger Rabbit. I know Roger is innocent and Maroon's Will can prove it, but the pieces are hidden in four places. Have to find the four pieces and clear Roger. Should search and collect lots of items and information from around the city. Got a tip to search the outskirts of town, but have to watch out for the snakes and other animals who will try to stop us. Definitely have to keep Roger clear of Judge Doom's weasels. Can use Benny the Cab for transportation if necessary. I have a hunch Judge Doom is behind the frame. Have to find Doom in Toontown and defeat him to save Roger. (Must remind myself to take a long vacation when all this is over!)



ROGER RABBIT





PRIVATE DETECTIVE
EDDIE VALIANT



SPRING SHOES



Spring Shoes will put a spring in Eddie's step and give him the ability to jump across wide distances.

CIGAR



Cigars are bad for your health—especially these cigars. When Eddie throws one of these stogies at an enemy, it will explode.

PORTABLE HOLE



The portable hole is good to use against Psycho. Place the hole in front of Psycho and watch him fall in.

CROWBAR



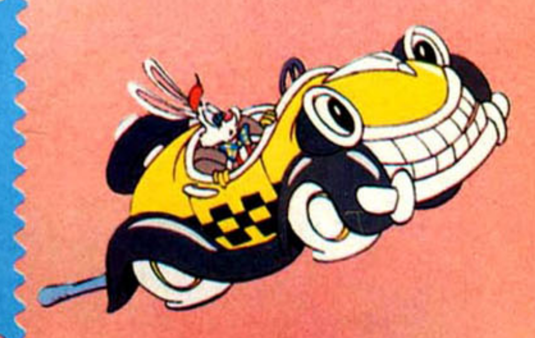
A crowbar is a very useful and versatile tool. Use it to pry open locks or to throw at enemies.



Where there's a "Will," there's a way . . . to success.

THE WILL

Maroon placed the four parts of the Will in secret places. You must obtain all four parts to clear Roger. Seek out Jessica, Delores and Baby Herman for clues.



SEARCH

It doesn't pay to be a wallflower. You gotta talk to people. They can help us with our search.



TALK TO PEOPLE



Talking to people can save you a lot of time. They can tell you if a building is worth searching or if it's empty. Go to a side view screen or inside a building. If a person is there, face the person and press the A Button to ask for help. The person will respond with his or her answer. Press A again or wait a few seconds to end the conversation and go on your way.

SEARCHING

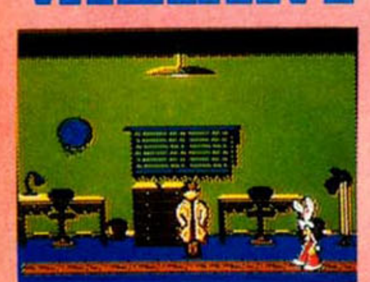
If the local citizens have advised you to search the building, it's a sure bet that you'll find a useful item there. Move to the place to be searched, press UP and then A. The indicator at the top will tell you the results of your search.



1940's L.A.

START YOUR SEARCH IN TINSEL TOWN!

VALIANT'S OFFICE



The case begins in Eddie's office. Press DOWN on the controller to go outside. Pick up the wallet and go back in to Eddie's office. Move to an area you wish to search and press UP. Press A to search and get another wallet.



Pick up a wallet outside the office.

Inside, search cabinets, drawers, and waste baskets.



SHOP

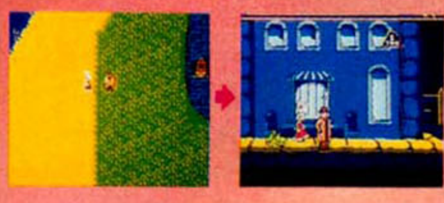
Inside the shop, you will see the item for sale resting on the boxes at the left end of the counter. If you wish to purchase the object, press SELECT and RIGHT or LEFT at the same time until you are holding the wallet. Press B and the item will drop from the boxes to the floor. Move to the object and Eddie will pick it up. You may then exit the store with your purchase. It's a good idea to drop in on the shop from time to time as the shopkeeper changes the items he has for sale.

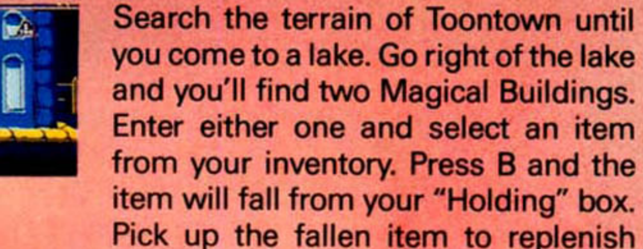


You may find items of value at the shop, so be sure to take your wallet.



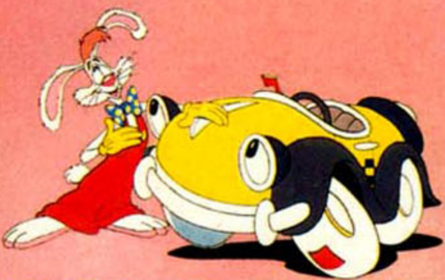
MAGICAL BUILDINGS





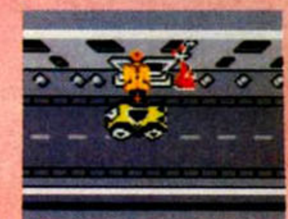
Search the terrain of Toontown until you come to a lake. Go right of the lake and you'll find two Magical Buildings. Enter either one and select an item from your inventory. Press B and the item will fall from your "Holding" box. Pick up the fallen item to replenish your supply.





BENNY THE CAB

For fast travel, move to Benny, press SELECT, and you'll be in the driver's seat. Press A to accelerate and B to brake. You'll need Benny to take you through the tunnels to the outskirts and to Toontown.

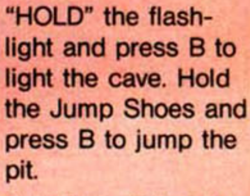




THE CAVES

Outside of the city you will find the caves. The caves are dark and dangerous places filled with pits and poisonous snakes. You will need a flashlight to see, spring shoes to make it across the pit, and a rattle to distract snakes. Proceed with caution here.





"HOLD" the flashlight and press B to light the cave. Hold the Jump Shoes and press B to jump the pit.



Hold the rattle and press B to drop it so you can get by the snake.

There are caves located in the outskirts of the city, so be sure to take plenty of flashlights and your Spring Shoes. Snakes live here, too, so bring some rattles.

OUTSKIRTS

FLASHLIGHT

SPRING SHOES

RATTLE

Call it a hunch, but I've got a feelin' I'll find a piece to this puzzle here in the outskirts.

L.A.

TUNNEL TO TOONTOWN



The tunnel to Toontown is blocked by a brick wall. You will need to remove this wall in order to get through the tunnel. Make sure you have the detonator and the dynamite. If you "HOLD" the detonator, go to the wall and press B. The wall will be blown and the path cleared. You'll also need to have Benny close by for a quick trip through the tunnel.



You can't ignite the dynamite without the detonator. Be sure to have both.




Park Benny near the wall and press B to blow it up. Be alert for the pesky weasels that like to hang out nearby.

INK AND PAINT CLUB



The Ink and Paint Club is a very exclusive night-club. The bouncer is a big gorilla with a bad attitude who will stop you if you don't give him the password. You'll have to locate the password to get inside to see the star attraction–Jessica!



Get the monkey off your back with the pass-word and enter the lounge where you'll find Jessica on stage.



Give Jessica a rose and she will give you a clue. It's a rough job, but somebody's gotta do it.

THE WILL IS IN PIECES!



"Hot diggety! We've found a piece!"

Word has it that the Will also names the Toons as the new owners of Toon-town, so leave no stone unturned when searching for it. Continue passwords will retain any pieces obtained to that point.



The caves are a good place to search for parts of the Will, but watch out for snakes.



As before, distract the snake with the rattle. This gives you a clear path to the Will.

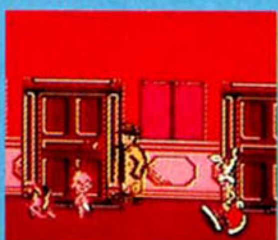
WHO WAITS IN TOONTOWN?



Jessica and Roger are about to be dipped!!! Eddie must climb the stairs and face Doom!!!

The final pieces to the puzzle await in Toontown. But be prepared. Anything can happen in Toontown and the weird creatures make the buildings harder to search. Weasels abound as well, so stick close to Benny.

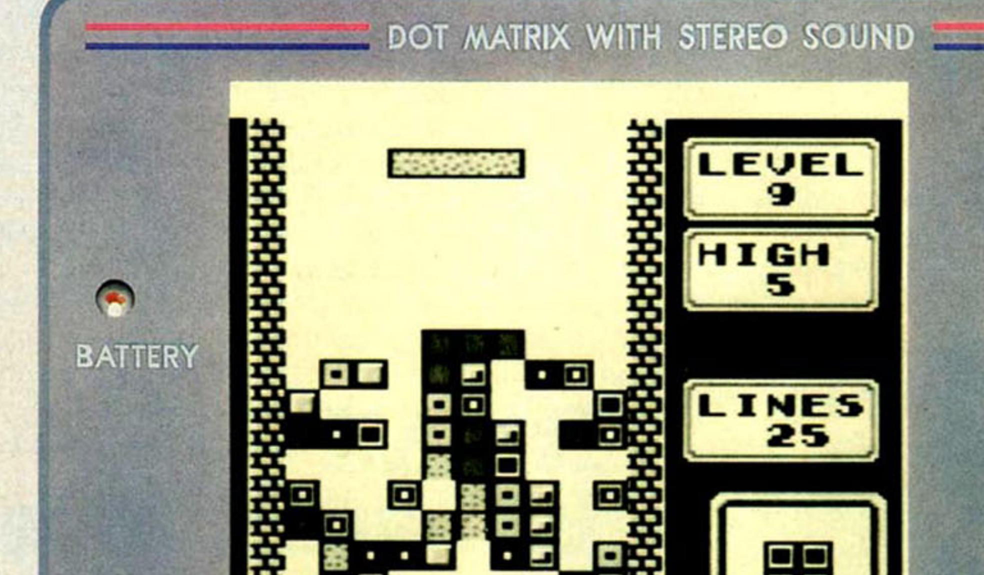




Find Baby Herman in Toontown. Ask him for help and he'll give you a clue.

To detach Tip Book and Poster, bend back silver staples and lift out. Fold silver staples back down. Do not remove brass staples.

To detach Tip Book and Poster, bend back silver staples and lift out. Fold silver staples back down. Do not remove brass staples.



Nintendo GAME BOY™

COMPACT VIDEO GAME SYSTEM

GAME BOY™



PHONES

GAME BOY. WHAT IS IT?

Portable and powerful, this is the innovative new game system that will travel anywhere. Game Boy's detailed graphics, super stereo sound and compact Game Paks make it a perfect package for play on the go. The Game Boy system comes complete with stereo headphones, a Video Link Cable and a great new version of the Soviet strategy game, Tetris; a block maneuvering puzzle solver that everyone is talking about. Game Boy games have all of the detail, depth and dimension of NES games, condensed to a size that will go where you want to go. The optional Rechargeable Battery Pack/AC Adapter guarantees that game play will continue for a long time.



All the Power of the NES, Pocket-Size



Game Boy allows for the power and capability of a larger system in a package that is about the size of an NES Controller with an LCD screen tacked on. While the technology allows for only a monochrome screen, the intricacy and resolution of the graphics are state of the art. And, with headphones, you'll be able to listen to Nintendo games in true stereo for the first time. Five complex and challenging games are already available or on the way and there are 35 licensee companies ready to make games in the near future. There will be some familiar characters in Game Boy games, but every program will be exclusive to Game Boy. In addition to Tetris, so far there's Tennis, Baseball, Alleyway and an all new Super Mario adventure where he goes to places that he's never been before—Super Mario Land.

Video Link for a Two-Player Challenge!

Two-player games are fantastic with Game Boy and the Video Link Cable which will allow two Game Boys to be connected and played simultaneously. Two players plus two Game Boys and the video Link Cable equals ten times the fun. Since there are two screens, competitors see the action from their perspective. Tennis, for example, is always seen from an individual player's own side of the court and, in Baseball, the pitcher has a view from the mound and the batter has a view from the plate. Look for the Video Link Symbol for two player simultaneous games.

OFFICIAL GAME BOY VIDEO LINK GAME PAK

◀ Look for this symbol for a 2-Player link up.

What the...? Hey!

All Right!

TETRIS TETRIS TETRIS

A Link With THE SOVIET UNION

A brand new version of the popular Soviet designed game, Tetris, is now available with the Nintendo Game Boy and will soon be released for the NES. Tetris has been entertaining personal computer users worldwide for some time. Alexey Pazhitnov, a member of the scientific staff of the U.S.S.R. Academy of Sciences Computer Centre in Moscow, created the game in 1985 on the Soviet Electronica-60 computer. Pazhitnov has a degree in Engineering and Mathematics from the Moscow Aviation Institute and has designed programs in the areas of speech recognition and computer aided design.



Brad Lincoln squares off with Tetris designer Pazhitnov.

Tetris is simple in design but playing involves a lot of strategy. It always compels the player to try one more round. Recognizing the broad appeal of the game, Pazhitnov adapted it for use on the IBM Personal Computer in late 1985. Since then, Tetris has been a PC phenomenon.



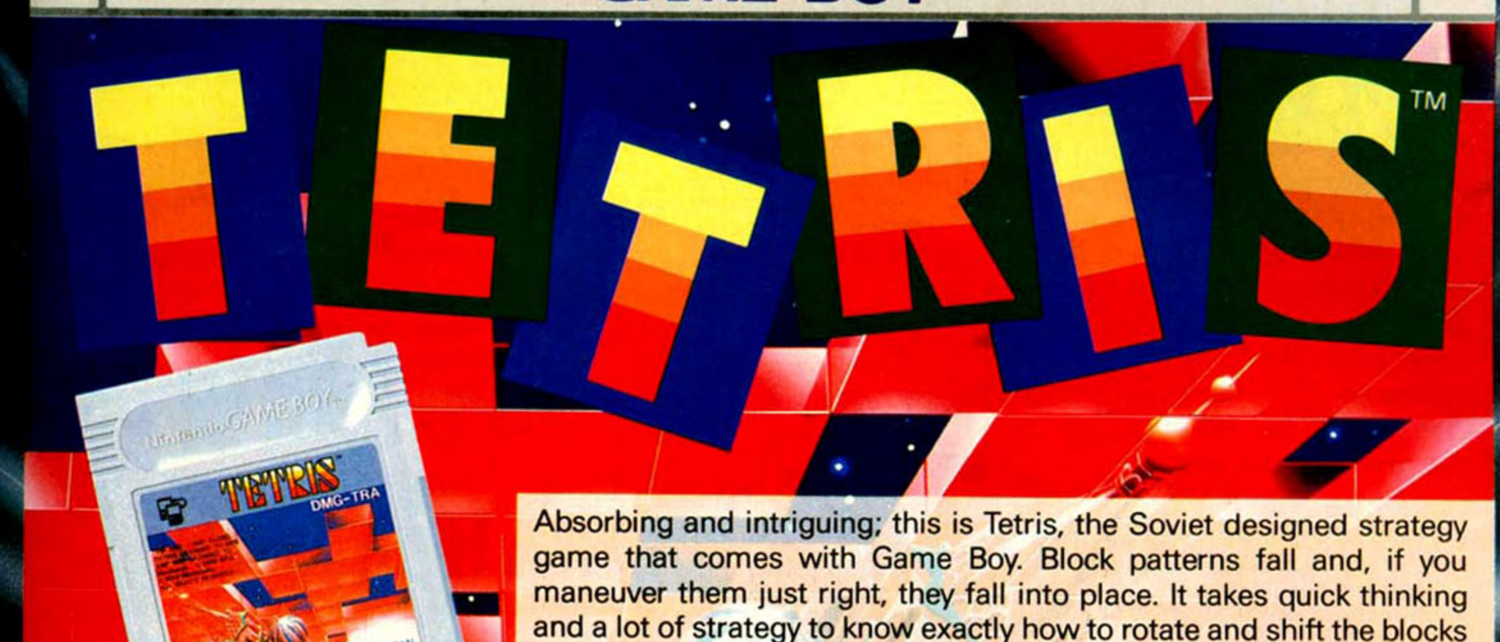
Nintendo of America Senior Vice President, Howard Lincoln, met Pazhitnov in Moscow while securing the Tetris rights for home video game systems. Pazhitnov, who speaks English fluently, and his family extended their hospitality to Lincoln. They were all very excited about Game Boy and its introduction with Tetris.

To further the Nintendo/Soviet video link, Moscow invited Lincoln and his son, Brad, to attend the opening ceremonies of the 1989 International Children's Camp in a town 130 kilometers outside of Moscow. One hundred Game Boy systems were donated by Lincoln on behalf of Nintendo.

Lincoln also presented a Game Boy system with Tetris to Mr. A. A. Serebrov, a Cosmonaut and a big celebrity in the Soviet Union. To demonstrate that Game Boy is the ultimate in portable video game systems, Serebrov will take it into orbit, and we believe that even in the absence of gravity, the Tetris block patterns will still fall into place.



Howard Lincoln presents Game Boy to Soviet power players to be.

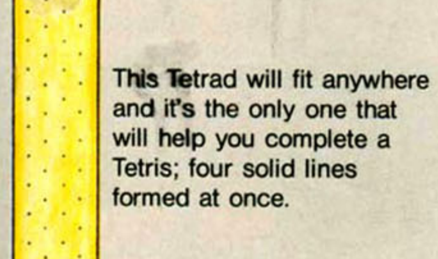


Absorbing and intriguing; this is Tetris, the Soviet designed strategy game that comes with Game Boy. Block patterns fall and, if you maneuver them just right, they fall into place. It takes quick thinking and a lot of strategy to know exactly how to rotate and shift the blocks so that they'll fit, and once you've started playing, it's hard to stop.

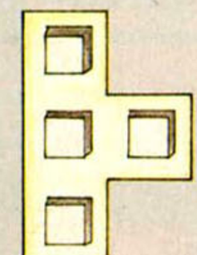
Seven Different Patterns Become Pieces in the Puzzle.

The root "tetra" means "four" and that is a significant number in Tetris. There are seven different ways to arrange four blocks with sides touching, and each of these arrangements is represented by a block pattern, or Tetrad, in the game. Manipulate the Tetrads as they are randomly introduced and fill up the spaces to keep the pile from reaching the top.





This Tetrad will fit anywhere and it's the only one that will help you complete a Tetris; four solid lines formed at once.

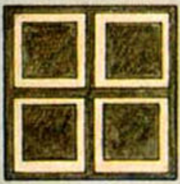


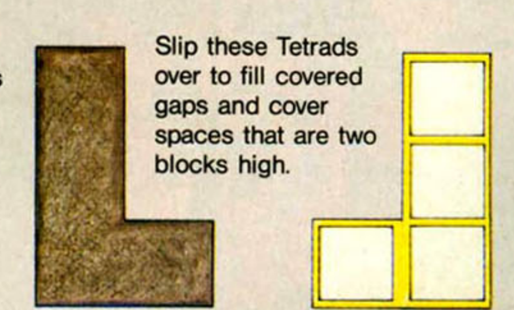
This one is good to use in filling single block gaps and for placing on stair-like patterns.



Be careful not to let these Tetrads stack up too high. Use them to slip in one block spaces or to cover a single block.

Any way that you rotate this Tetrad, it's perfectly shaped to fill a two block space.

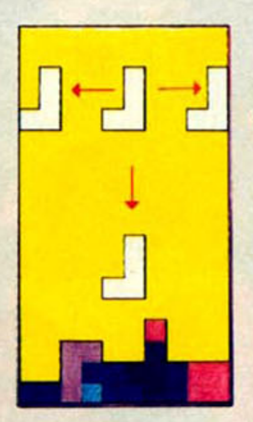




Slip these Tetrads over to fill covered gaps and cover spaces that are two blocks high.

How to Play

Move them over, set them up and put them in place. The Tetrads appear at a steady pace and you must turn and transfer them methodically so that they'll position perfectly and fill holes. Once a line is complete, it will disappear and make room for more blocks. Don't let the pile reach the top, or the game will be over.

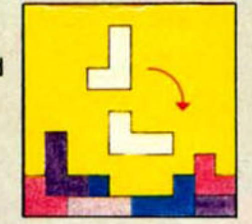


Use the Control Pad to move the Tetrad laterally and slide it down into place.



Turn the Tetrad a quarter turn counter-clockwise with every tap of the B Button.

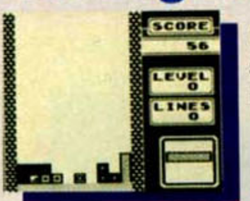
Rotate the Tetrad clockwise using the A Button.



Take it easy or be a Hot-Shot for a High Score.

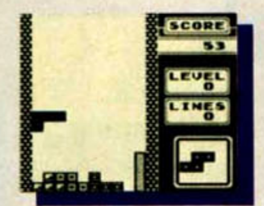
There are multiple strategies that you can use with Tetris. Some are conservative and fill lines one at a time and some can be slightly more daring with a chance for a bigger payoff. With more experience, you can take calculated risks and try to complete multiple lines.

For Beginners:



Fill in each gap with an appropriately sized Tetrad. Set it up carefully and move it down into place.

Use the entire screen. Complete one line at a time and try to fill in the lowest gaps.



There are fewer points for this, but it's a steady way to build a score.

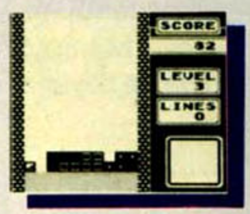
Intermediate Players:



Try to keep an eye on what the next Tetrad will be and plan for the future.

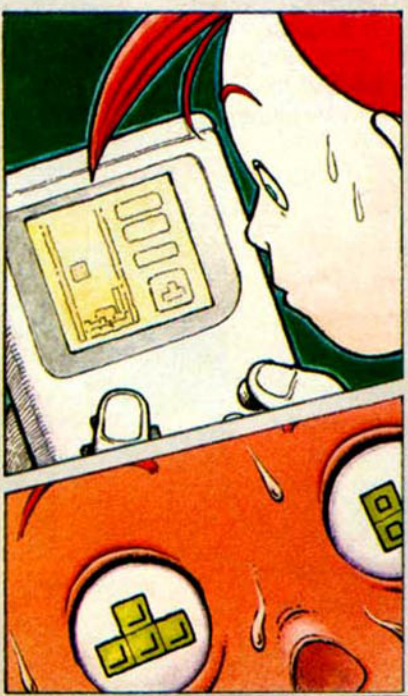
With some practice, you'll be able to complete two or three lines with a single Tetrad.





More points are given for multiple line completions.







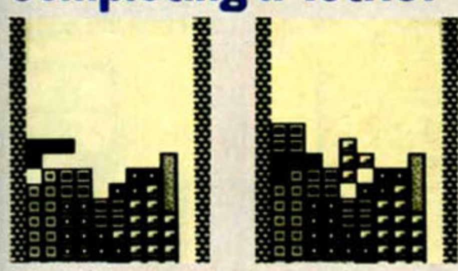


Advanced: Shoot for a Tetris!!

The best way to send your score through the roof is to complete four lines at once with the placement of a single Tetrad and score a Tetris. Only one Tetrad is designed to fill this task, and it is something of a risk to wait for it to appear as the blocks pile up dangerously close to the top of the screen.

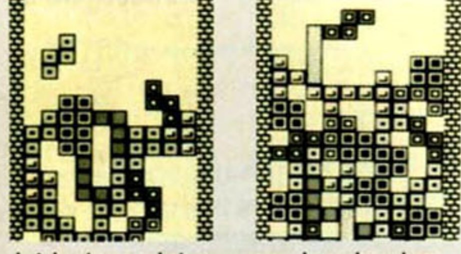
Tips for the Expert:

Build Your Score by Completing a Tetris!



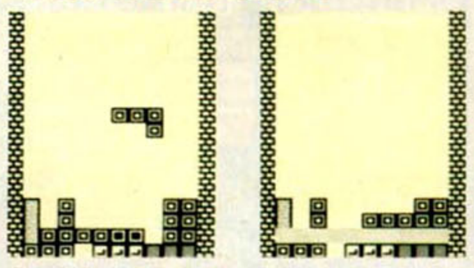
It's a risky strategy, but scoring a Tetris several times in one game makes for an unbeatable score.

Don't be an Artist.



Intricate sculptures may be pleasing to the eye, but they won't do anything for your score.

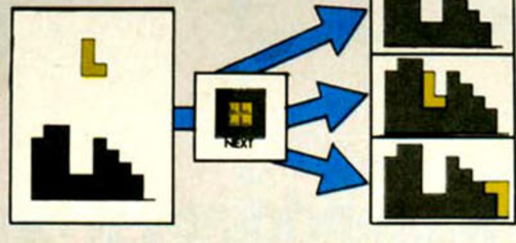
Don't Cover up Your Mistakes.



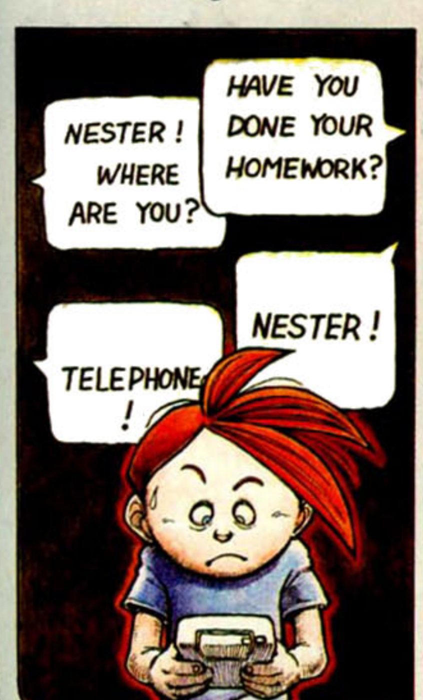
Don't build up blocks over a covered gap. Instead, try to complete the lines right above the gap so that you can reopen the space and fill it in.

Keep Track of What's Next.

One of the keys to Tetris is to remember that, while the Tetrads appear one at a time, there are always more Tetrads to follow. Before deciding where to place the Tetrad that is falling, check to see what's coming next.



The first choice shown here works but it is best to avoid piling blocks up high.
The second choice is better, but considering the next Tetrad, it looks like it will be a better fit for that space.
The third choice is both low and fills a space that is unique to that Tetrad. Go for it!





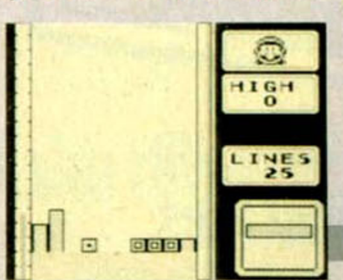




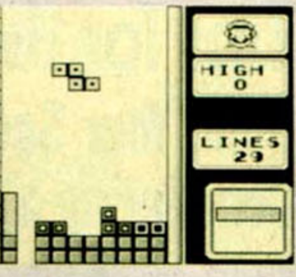


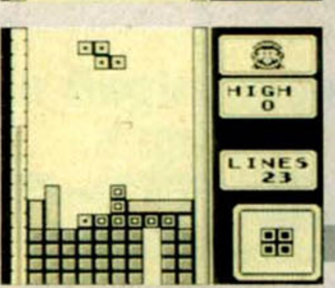
The Challenge: Two players connect with Video Link for a Tetris Tournament.

Two-Player Game Boy Tetris is a game of warfare. To win is to outlast your competitor. One important strategy is to transfer lines from your Game Boy to your opponent's. For every two line completion of yours, one line will move over to your opponent. With a three line completion, two lines will transfer. With a Tetris, four lines will move over. Howard and Nester have Video Linked for a friendly game of Tetris to demonstrate their different strategies.

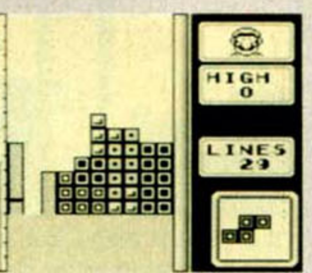


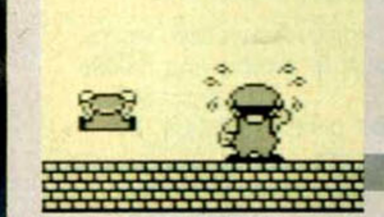
Out of the blocks, our competitors have taken this challenge seriously. Nester has scored a few lines, but he'll have to keep on his toes.





Howard's going for the big scores and he has just made a Tetris. This is the best way to put your opponent on the defensive.





Uh-Oh. It looks like this could be the end for Nester. Maybe he'd rather play Super Mario Land.



Take the power of Nintendo anywhere with Game Boy!

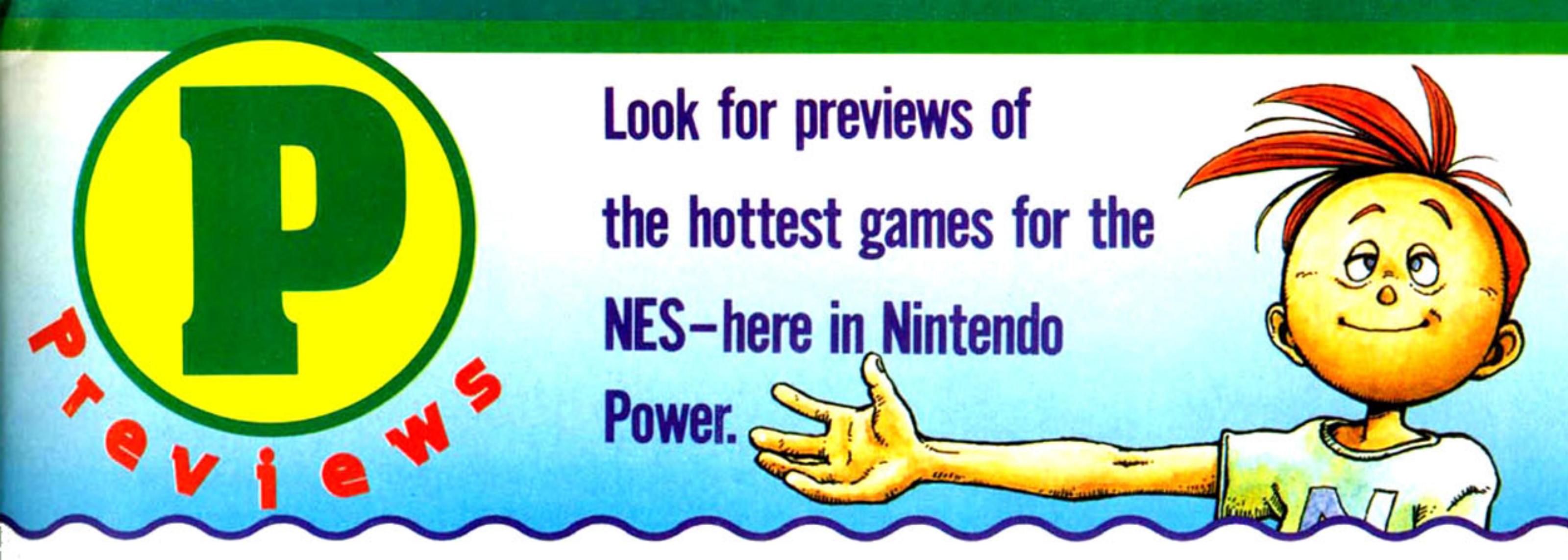












There's something for everyone in this issue's Preview Section! For fantasy enthusiasts, Capcom offers Willow, an epic adventure game that's sure to become a favorite of Zelda fans. The summer's blockbuster motion picture, BATMAN, is also coming to the NES, courtesy of Sunsoft. River City Ransom from Technos is certain to appeal to fans of knock-down, drag-out street brawling games such as Double Dragon and Renegade. Armchair quarterbacks will surely scramble for Nintendo's NES Play Action Football.

Tales of Dreams and Imagination

There are two Spirits watching over the world.

One, the Spirit of the Skies, gives light and power to all beings.

The other is the Spirit of the Earth who gives courage and hope.

The two Spirits each sent a messenger in order to bring peace to the world.

And the beautiful messengers were given a special power to protect the people's future.

That special power was

——— Magic.

The people were living peacefully, protected by a great magic.

Bavmorda, the Messenger of the Skies, became greedy for power.

In arrogance, she decided to use her magic to conquer the world.

Fin Raziel, the Messenger of the Earth, discovered her plot . . .

And tried to persuade Bavmorda to return to the skies.

But her magic was sealed and she was turned into an opossum by Bavmorda's wicked magic.

Bavmorda declared herself queen of the world,

And started to build up her strength to rule the world.

Willow's adventure starts now . . .



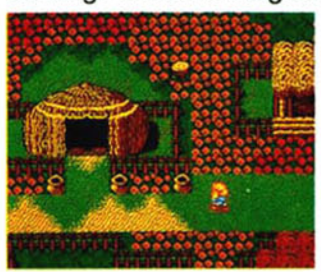


CAPCOM'S NEW FANTASY GAME!

Experience high adventure and action in Willow, Capcom's challenging new adventure game. Colorful graphics and interesting characters will involve the player in the action more than other role playing games, and even seasoned players will find the game's puzzles baffling. Willow's magical world awaits you!



You need no money; obtain items from allies or defeated enemies.



Adventure through the towns, forests and caverns of the world. Meet friends and foes.



When you enter houses, castles or caves, try to talk to the inhabitants and get clues or items.



The subscreen shows which items you've managed to get so far. There are many to find.

DON'T JUST CARRY ITEMS, USE THEM!

Obtaining an item or weapon is not enough, you must activate it by selecting it from the subscreen.



SPELLS



Useful spells, such as Fire Fror, can be learned from many sources.

ITEMS



Some magic items, like the Healmace, have spell-like functions.

SWORD



Willow can cut with his sword in a sweeping motion. Using a sword takes practice.

STAB



He can also stab with his sword in a thrusting action.



The land is vast and is inhabited by the people of many clans. Fantastic and exotic locations abound with many different types of terrain. There are many locations that are not labelled on the map, and Willow must visit them all to save his world. In most cases, he must solve one area's mysteries before moving on the next.



NELWYN, WILLOW'S HOMETOWN

Willow's long quest starts here. Although it is a small village, there are many important people to meet and valuable items to obtain here.



Willow should talk to all his neighbors before leaving town, if only to say goodbye. He may not see them again for some time.



Thus begins Willow's adventure.





WONDROUS WEAPONS, AMAZING MAGIC AND IMPRESSIVE ITEMS:

There are 46 different weapons and items to be found in Willow's world. You must discover every one if you are to thwart Bavmorda.





SWORD

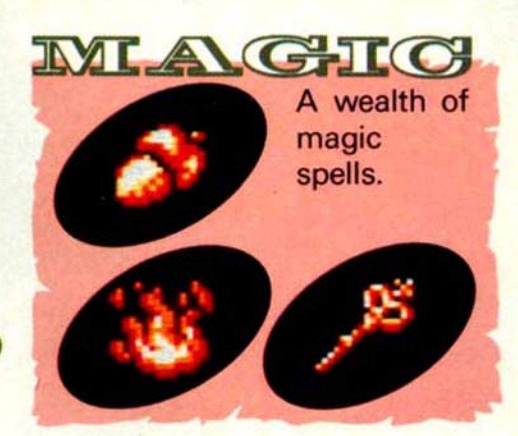
Willow will find many blades, from the trusty Long Sword to the powerful Wonder Sword.



SHIELD

Willow can also obtain a variety of shields, made from increasingly powerful materials.





MAGIC

A wealth of magic spells.

Willow challenges players with a lavish world to explore and numerous items to find. It also features a great story and excellent graphics. If you're a fan of adventure games, you won't want to miss it!

Before he resolves the final conflict with Bavmorda, he will encounter strange creatures, powerful swordsmen, mighty magicians and awesome spirits.



Ancient artifacts of awe-inspiring power will aid Willow during his journey.

Caught up in forces beyond his control, Willow is a man of destiny. He will leave his village a peaceful farmer and return a mighty hero. Willow's fateful journey is lonely; only you can help him finish his quest and triumph over Bavmorda.



Previews

River City RANSOM™

The Generic Boys giving you trouble? Can't seem to get across the Clark Street Bridge alone? Well my friend, Technos has given you the solution. Just holler for your best NES buddy and the two of you can take 'em on at the same time! It's the roughest, toughest, two-fisted, put up your dukes street brawl ever-River City Ransom!

I hold your city captive & Ryan's girlfriend hostage. With my gangs of students & evil bosses, nobody can stop me now. Meet my demands – or else!... P.S. Alex & Ryan if you interfere, you'll be in for the fight of your lives! ... SLICK

POWER METER

PLAYER METER

Graphics & Sound | Play Control | Challenge | Theme, Fun

There's strength in numbers, but two is all you'll need!

If you're looking for a game that is as much fun for one as it is for two, then here it is! With River City Ransom's simultaneous play feature, you'll be able to move about with two characters independently on the same screen. Pow! Crack! Biff! This one's a knockout!

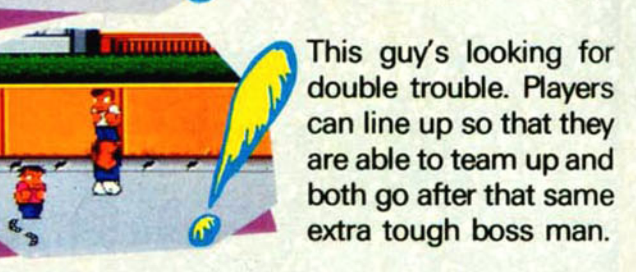


A tough spot for one, but not for two. Back to back players can literally take on an army of these two-bit thugs.

Yeow! Watch your hands Alex! You'll have to be careful as a errant punch will hurt your buddy just as much as your enemy.



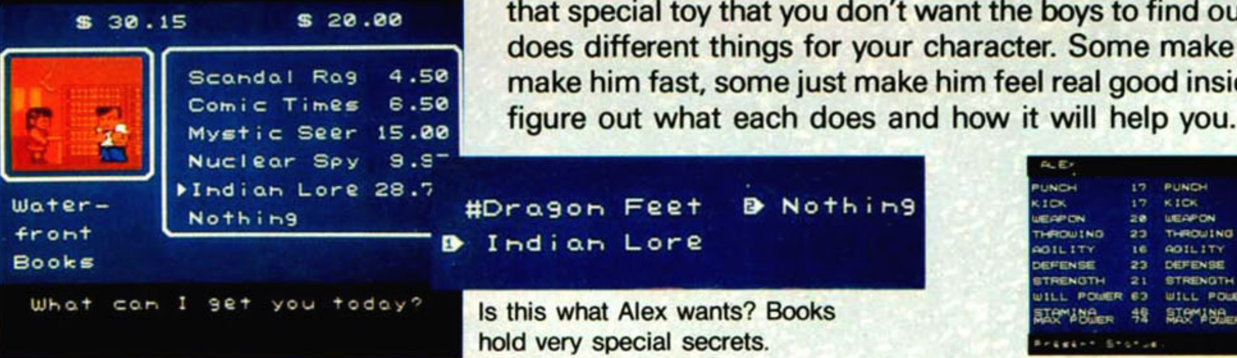
Renegade fans will be delighted to see a game that uses the same basic moves, with all the features of a full-blown adventure game.



This guy's looking for double trouble. Players can line up so that they are able to team up and both go after that same extra tough boss man.

Knowledge is the key to survival!

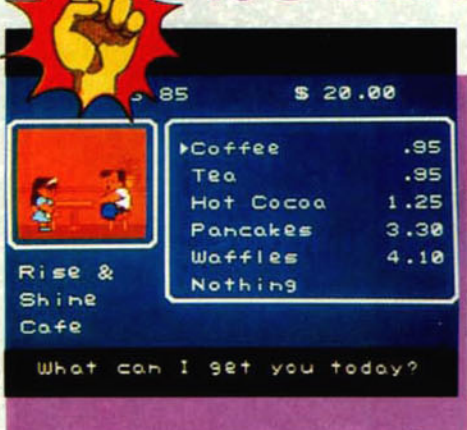
River City has many malls scattered all over the place. Each contains several shops selling everything from a chicken sandwich, donuts, or cookies, to shoes, books, and that special toy that you don't want the boys to find out about. Each item does different things for your character. Some make him strong, some make him fast, some just make him feel real good inside. It's up to you to figure out what each does and how it will help you.



Is this what Alex wants? Books hold very special secrets.

And so Alex has learned many skills to help him!

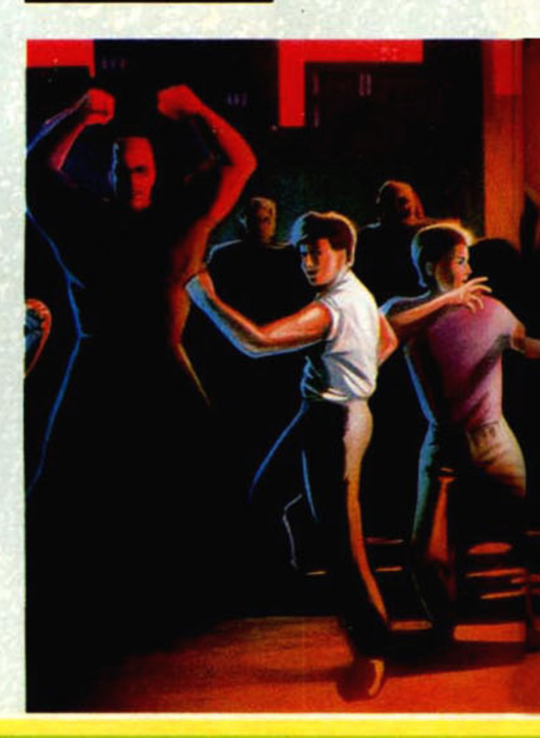
You are what you eat!



The cafes have many different types of food. Some help you rebuild your health, some make you strong. So much to choose from!



Some food you can get to go. This lets you carry the food item on the road in case you need later for a quick recharge.





These boys are armed to the teeth!

Unlike many of the street action games, River City Ransom allows you to pick up and use any item that your enemies carry. You can swing them or throw them, whichever you choose. Here is a list of just a few of the items but there's many more. For these two Bruise Brothers it's a choice to either arm up or just go at it like a whirling tornado of fists and feet.



Sticks come in wood or lead. They can hurt ya, so watch it.



A good old straight punch. Books make it better.



A swift kick puts this baddie face down in the dust!



What! A tire! That's right, a tire. Anybody missing one?



You can chuck 'em or you can slam 'em with a body throw.



Time to take out the trash! The can's the plan. Please don't litter.



The chain's useful in some places. Watch out as it can be thrown from some place off screen.

Whew! Finding Ryan's girl is tough work. Time to book for some grub and quick!

When you want info, you talk to the man!

This is not going to be a stroll in the park. Behind the gates you'll find the Boss. Let him have it and he'll spill the beans.

River City RANSOM

THE LEGENDARY CAPED CRUSADER IS NOW ON YOUR NES!

BATMAN™

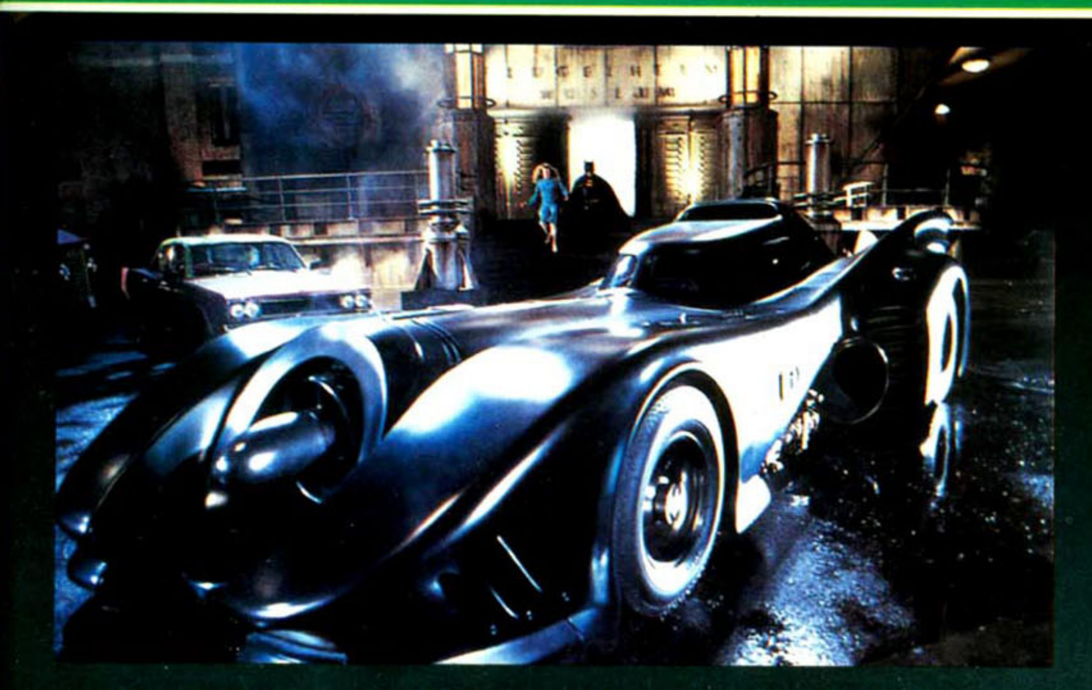
BATMAN, "fabled avenger of the night," has been a symbol of justice and a hero to millions for 50 years. Donning his famous cape and cowl, he has waged his personal war on criminals and villains in books, on television, and on the silver screen. Now, BATMAN comes to the Nintendo Entertainment System in a terrific new action Game Pak based on the blockbuster movie. Gotham City has come under seige by a deadly nerve gas and Vicki Vale, the lady love of Bruce Wayne (BATMAN's secret identity), has been kidnapped. And it's all the work of BATMAN's arch nemesis—the disfigured psychotic known as . . . JOKER!



The STORY







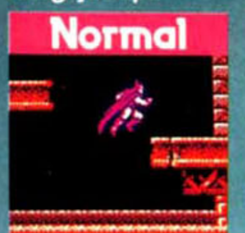
ALL THE ACTION OF THE HIT MOVIE IS AT YOUR FINGERTIPS!

The ominous graphics capture BATMAN's smooth agile movements and unique super hero action. The finely honed physique, billowing cape, and graceful movements which have long been associated with BATMAN, highlight this adventure. Cinema-graphics (a la Ninja Gaiden) set the stage for each of the five levels. The game features special weapons and skills that could only belong to the Darknight Detective.

JUMP

Press A and BATMAN's powerful legs launch his high jump. Press A and LEFT or RIGHT for BATMAN's long jump.

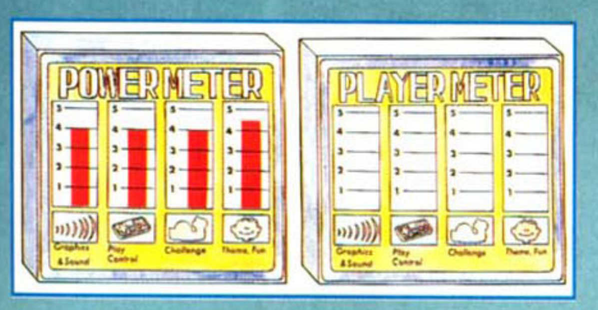
Normal



Long







PUNCH

Execute BATMAN's signature pile-driver punch by pressing B. Press B rapidly and he responds quickly with a flurry of punches.



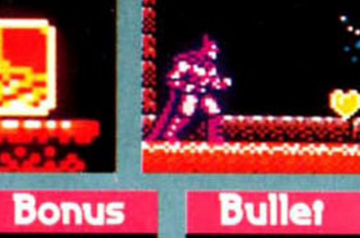
ITEMS

BATMAN's keen eyes will be watching for special useful items.

1-Up



Heart



Bonus Bullet















SPECIAL SKILLS AND WEAPONS!

The Caped Crusader can carry and collect three different types of weapons: a gun, a Dirk, and the world famous Batarang. Defeated enemies will sometimes give up Bullet icons. If BATMAN grabs these, he will add to his arsenal. Each time the Masked Manhunter uses a weapon, he depletes his weapons count. However, BATMAN's greatest weapon is his brilliant intellect and precisely trained body. His renowned athletic ability is present in BATMAN's wall jump technique, a slick acrobatic movement that propels him from wall to wall and allows him to climb up sheer surfaces.

BATARANG

BATMAN's fast reflexes can launch Batarangs rapidly. Each one depletes his supply by 1.

WALL JUMP

BATMAN's amazing wall jump technique is executed by pressing A and RIGHT or LEFT to jump toward a wall. At the moment he touches the wall, press A again to hold on for a split second. Repeat the process to rebound to the top.

GUN

Firing his special gun inflicts more damage, but costs 2 weapons units.

DIRK

The specially designed Dirk spreads to cover a wider range, but subtracts 3 weapons units.

Stage 1 – area 1

JOKER is Waiting!

NES PLAY ACTION FOOTBALL™

POWER METER
Graphics & Sound | Play Control | Challenge | Theme, Fun

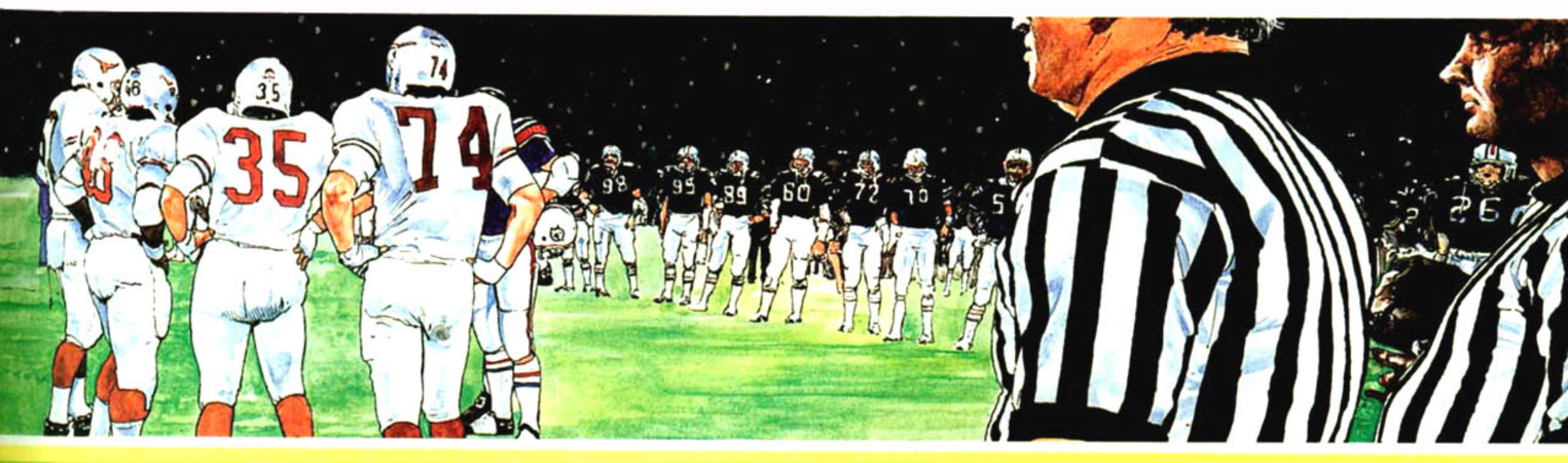
PLAYER METER
Graphics & Sound | Play Control | Challenge | Theme, Fun

KICK-OFF WITH POWER!

Passing, punting, power sweeps, quarterback sacks, interceptions—whatever you see in the NFL you'll *control* with NES Play Action Football! Realism like you've only dreamed possible. From the playing of the Star Spangled Banner to the final gun, you'll match skills and wits with the best players in football.

NINTENDO

Variety is the name of this game. Battle the computer, a friend, or play with four people in teams with the new NES Satellite. Once you've chosen the mode of play, the choices have just begun. Selecting teams, offensive and defensive plays and substituting players gives NES Play Action Football the feel of the gridiron.



NES Football Action!



Team up "four" fun!

With the revolutionary new NES Satellite you can team up with a friend against a pair of opponents. Executing the plays becomes a new challenge, and second-guessing the play selection of two "coaches" can be nearly impossible. Remember that team work is the key.





Five Play Options

Finally there's a game that fits every lifestyle. In 1-Play mode you can challenge the computer at four levels of skill. The Play-off mode pits you against seven teams in a Sudden-Death elimination tournament. Scrimmage with a friend in 2-Play or both of you against the computer in Double VS Computer. You can even play two on two with four people!



Eight Teams

In the NES Football League there are eight teams competing for the Power Bowl title. Each team is composed of players from actual NFL franchises.



Levels 1–4

By selecting one of the four preset skill levels for the computer, you can compete as a novice or a pro. Are you ready for the top level?







Play-Offs

Once you've gained experience in the trenches, switch to Play-off mode. Only the best get to the Power Bowl.

The Stadium Goes Wild!



CLASSIFIED INFORMATION










●Custom Made Code

Our code crackers have been working long hours to discover the secret of the 1943 password. With this system, you can start on any stage and your plane can have the maximum strength allowed for that stage. The code is five digits in length. The first four digits determine the stage and the strength of your plane, and the fifth digit acts as a qualifier, making it difficult to randomly enter a code that works.

The first digit corresponds with the stage number. Using the Digit 1 Key below, find the stage that you want to start on, and choose the code digit next to it. The second digit will determine the Offensive and Defensive Powers. With the Digit 2 Key, find the desired Offensive Power column and the desired Defensive Power row. Then locate the code digit where the column and row intersect. If, for example, the Offensive Power is 3 and the Defensive Power is 2, the second digit will be 8. The third digit combines the Energy Level of the plane and the strength of the Special Weapon. Use the Digit 3 Key to find the appropriate letter or number. To find the fourth digit, choose the Special Weapon Time Limit and use the corresponding code digit on the Digit 4 Key. To determine the fifth digit, add the Offensive Power, Defensive Power, Energy Level, Special Weapon strength and Special Weapon Time Limit, (Code numbers only, letters are 0 points) and find the total in the Points Column of the Digit 5 Key. Now look at the stage number below the point total. If the stage number you chose is less than the stage number on the key, the password will not work. If the stage number you chose is equal to or greater than the stage number on the key, use the code digit below it on the key to complete the code. Start your mission and you'll be on your way!

FOR EXAMPLE: To begin in Stage 8, check the Digit 1 Key. You'll find that the first digit should be P. For an Offense of 3 and a Defense of 2, check the Digit 2 Key. The second digit should be 8. For an Energy Level of 5 and a Special Weapon Strength of 2 the Digit 3 Key shows that the third digit is X. With a Special Weapon Time Limit of 2, the fourth digit is 4. The total of the Offense, Defense, Energy Level, Special Weapon strength and Special Weapon time limit is 14. On the Digit 5 Key you'll see Stage 7 is the minimum for that much power. Since you chose Stage 8, the code will be valid and the fifth digit is D.

Find the five digits of your code by using these tables.

DIGIT 1

STAGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
CODE	0	7	E	L	S	Z	I	P	W	3	A	H	U	5	K	F	1	6	8	D	M	R	T

DIGIT 2

DEFENSE \ OFFENSE	1	2	3	4	5	6
1	3	2	1	0	4	6
2	A	9	8	7	B	*
3	H	G	F	E	C	D
4	I	N	M	L	J	K
5	P	O	T	S	Q	R
6	W	V	U	Z	X	Y

DIGIT 3

WEAPON \ ENERGY	1	2	3	4	5	6
1	I	O	V	U	W	H
2	D	J	Q	P	X	C
3	8	E	L	K	R	6
4	3	9	G	F	S	7
5	Y	4	B	A	M	1
6	T	Z	Ø	5	N	2

DIGIT 4

TIME LIMIT	1	2	3	4	5	6
CODE	1	6	0	W	N	9

DIGIT 5

POINTS	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
MINIMUM STAGE	1	3	4	5	6	7	7	8	9	10	11	11	12	13	14	15	16	17	17	18	20	22
CODE	1	3	A	N	X	P	D	8	G	S	Q	J	E	F	M	R	K	L	Z	O	5	U

NINJA GAIDEN

From Agent #068

Preserve Power Points

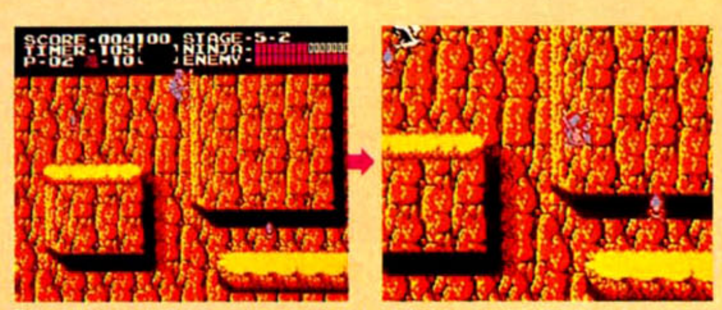
According to our Ninja specialists, the Jump and Slash is the weapon to have, especially when going after the enemies at the end of a stage. While making use of this powerful item, Ryu can be invincible in the air. The drawback is that it requires five Power Points to use, even if Ryu just wants to break a lamp for the hidden items behind it. Agent #068 has found that the Jump and Slash will not be activated if you press and hold the Down arrow on the Control Pad while Ryu is in the air and you press the B Button so that he will swing his Sword. This way Ryu will be able to save the Power Points to Jump and Slash more imposing targets.



Hold the Down arrow and Jump and Slash won't activate.

Up and Over

In last issue's Counselor's Corner, we discussed a tricky section of Stage 5-2. Since then, our agents have found a new way of getting past this point. At the area with a high plot of land on the left, a narrow passage on the right, and a pit between them, we suggested that Ryu follow a "Z" pattern to get to his destination. We have also found that Ryu can leap high to the right and climb the wall to the top for a short-cut. To make Ryu climb the wall, hold the A Button and rock the Control Pad to the Left and Right. When Ryu gets to the top here, he can fall to the right through the wall to the passage below.



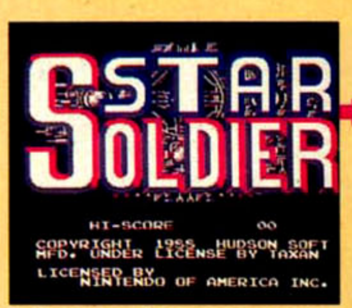
Climb the wall here, move to the right, and fall to safety.

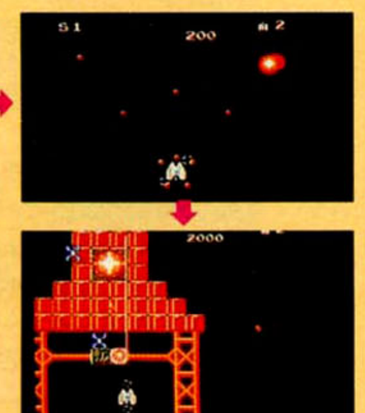
STAR SOLDIER

From Agent #414

Instant Offense

Begin your mission to defeat the sinister Starbrain with a completely equipped fighter by using a code that our agents have discovered in the far reaches of space. When the title screen appears, press the Select Button ten times on Controller I. Then hold the Down and Right Arrows on Controller II and hold the Up and Left Arrows on Controller I. Press Start on Controller I and you'll have an amazing array of weapons. While fighting, you'll be able to switch your weaponry to an extra strong Laser by pressing the Select Button.





Follow the above sequence to have a power packed starfighter. Then, press Select for Laser power.

Quick Tip:

If you would like to stop and save the game quickly in The Legend of Zelda or Zelda II: The Adventure of Link, you can use an "easy out" option that our agents have found. Pause the game by pressing the Start Button and, with Controller II, press the A Button and the Up Arrow at the same time. You will then be able to Save or Continue. This is a particularly useful tip to use if you are unable to move on after trying the Zelda II: The Adventure of Link trick in the May/June issue of Nintendo Power.



■ FROM AGENT #710

●Hold the Mustard

While Mega Man makes his way to the lair of Woodman, he encounters the fierce, fire-breathing Hot Dogs. The Hot Dogs have tremendous strength in their blasts and are tough enough to take several hits from Mega Man's Cannon. This is where Flashman's Time-Stopper can be a real life saver. If Mega Man activates the Time-Stopper just before meeting the Hot Dogs, those cantankerous canines will not make an appearance for as long as the power of the Time-Stopper continues.



Use Flashman's Time-Stopper in the Woodman Stage before encountering the Hot Dogs, and the Hot Dogs will be gone.

Another almost essential section to have the Time-Stopper in is the Quickman stage. The deadly Beams in this stage will freeze while the Time-Stopper is activated. Mega Man must be careful when he activates this item though, as the power is limited and there are a lot of beams. If Mega Man doesn't have Time-Stopping capabilities, nothing short of perfect timing will let him get past the beams.

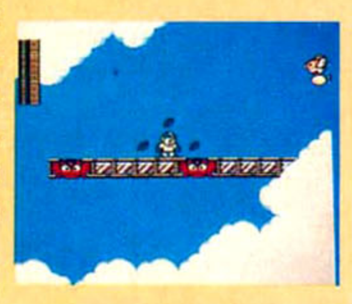


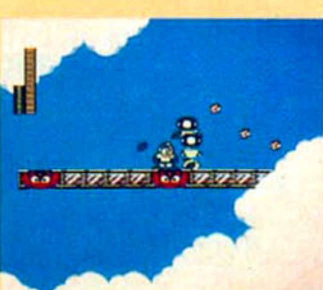
Stop time and keep moving.

■ FROM AGENT #615

●Patience Pays

One of the great advantages of the Leaf Shield, which Mega Man receives after defeating Woodman, is that it doesn't use any energy until it is released. As long as Mega Man doesn't make a move while the Leaf Shield is activated, it will protect him from most enemies. A valuable area to use the Leaf Shield is in the Airman Stage. When Mega Man encounters a swarm of flying enemies, he can activate the Leaf Shield and perpetually defeat these creatures while standing in one place. Surveillance reports have shown that if Mega Man waits long enough, some of these defeated enemies will turn into 1-Ups. Mega Man may have to move to collect them, thus using some of the Leaf Shield energy upon release, but he will also probably come across a number of Energy Capsules, as they are usually more common than 1-Ups.





The swarms won't hurt Mega Man as long as he has Leaf Shield protection.

■ FROM AGENT #257

●Don't Stop Now

Our agents have discovered that the best way to pass by the splashing acid toward the end of the Dr. Wily stage is at a brisk trot. As Mega Man is falling down to encounter these deadly drops, he should move to the right and start running as soon as he lands. If he continues to run, he'll go unharmed.



Move quickly and you'll end up without a scratch.

GUARDIAN LEGEND™

From Agent #266

●Tune Test

Single out the sounds of The Guardian Legend with this Sound Test. On the Controller, press and hold the A and B Buttons, and press Reset on the Control Deck. The words "Sound Test" and a number will appear on the screen. Change the number by pressing Left and Right on the Control Pad and then press Down to demonstrate one of the sound effects or tunes in this space adventure.



Music and effects for your listening pleasure.

TECMO BOWL™

From Agent #684

●Mirror Image

Here's the perfect way to pit your passing, punting and running skills against the skills of the computer. There are two special codes that our agents have found which allow a team to scrimmage against a team that is equal in every way. Washington plays Washington with the password 5B7FBFA3 and Denver faces Denver with the password CFBFF7A0.



These codes allow for the ultimate face-off, where identical teams play for the championship.

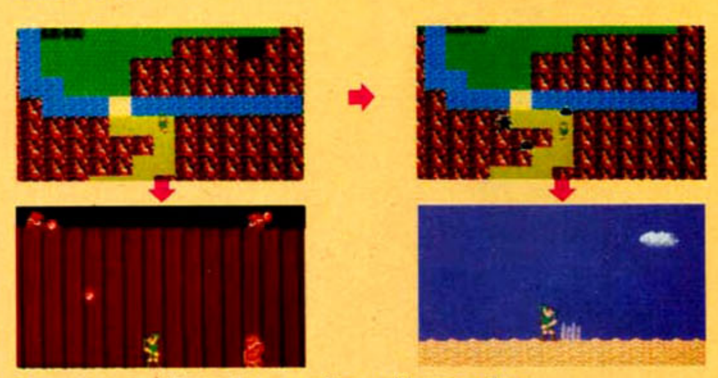
ZELDA II THE ADVENTURE OF



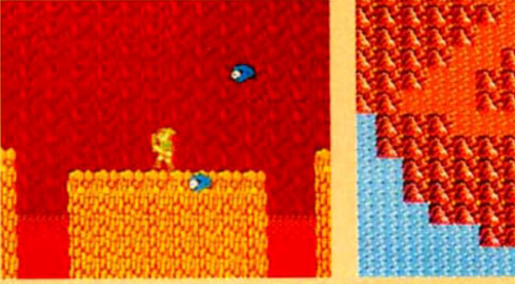
From Agent #356

●Monster Maneuver

Link must save as much energy as he possibly can on the road to the Great Palace. We've discovered that he can bypass at least one enemy encounter while travelling on this road with a little luck and good timing. After passing the River Devil, Link will be on a path where wandering monsters cannot hurt him. On this path there are three parts where Link will face rock-throwing enemies. If Link enters the first section at the same time that a wandering monster intersects with his path, he will go to a safe section of the path instead of meeting with the rock throwers.


Pass up problems by meeting with monsters.

Link can repeat this maneuver while even closer to the Great Palace, but in these cases, he will be on a path that is less safe and he will have to confront the wandering monsters. This is still less dangerous, though, than the pit plagued areas that he will be passing.


Easy enemies provide an agreeable alternative to lava leaping.

LEGACY OF THE WIZARD™

From Agent #123

Triple Threat

No code before has had as many different applications as this one that our agents have discovered for Legacy of the Wizard. The sequence will require more than two hands to enter, so get a friend to help. On Controller II, press and hold Right, Up and the A and B Buttons. On Controller I, press and hold Left, Down and the Select Button. Then press the Start Button on Controller I, and you'll hear a tone. This tone will indicate that the code has been entered and that you will be able to perform the following three tricks in the order that they are presented here.

1 Music Lesson

At the beginning of the game, where the family is seen around the table and you have the choice of what character to use, move the cursor so that it points to the painting on the wall and press the A Button. The music in the room will change and will continue to change every time that you press the A Button until all of the music from the game has played.



When the cursor is in this position, press the A Button to change the music.

2 Free Armor

Next, choose Roas and move on to the first shop, in the tree near the home. Move Roas over to the Crystal on the right and press the A Button as though you intend to buy the Crystal. The sound will indicate that you don't have enough Gold to buy the Crystal and no Gold will be taken away. This, however, will not stop the shop keeper from giving Roas armor, at no cost.



You can't afford a Crystal, but you'll get free Armor.

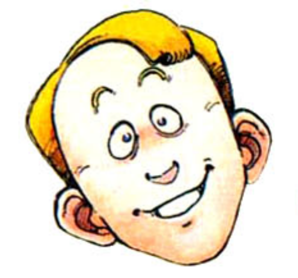
3 Bonus Players

After receiving the Armor, return to the house and select Roas and the Armor. Stand outside of the house with the Armor on and let Roas' Magic run out. Then go back into the house. This is where you can a enter a password if you have one, or start a new game. Select a character and set out on your adventure. When your character's life meter goes down to nothing, it will refill three times, just as though you had three Life Potions. The Magic powers of you character will not fill up, however, so make sure that you continue to collect plenty of Magic filling vases.

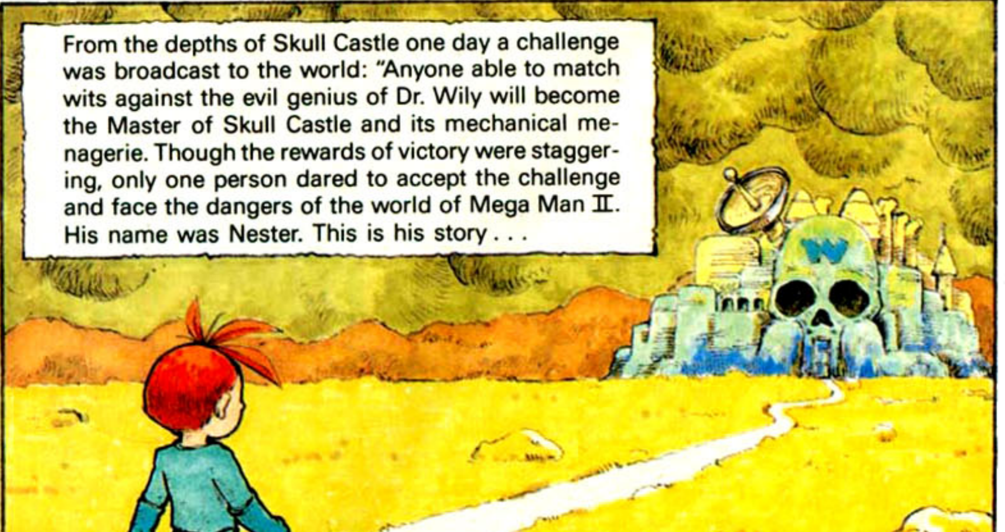


Let the Magic go down and select a character for free life refills.

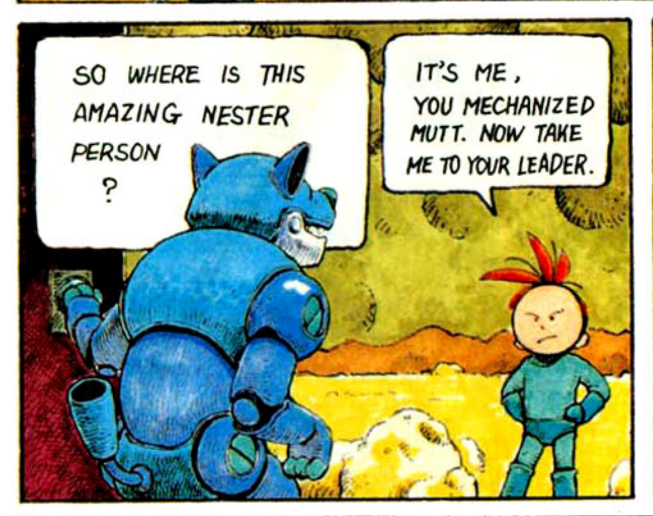


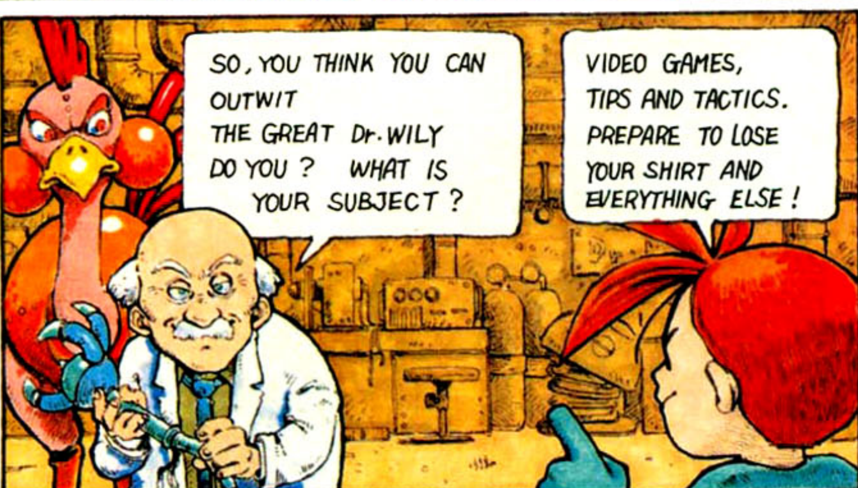


HOWARD & ~~NESTER~~ NESTER

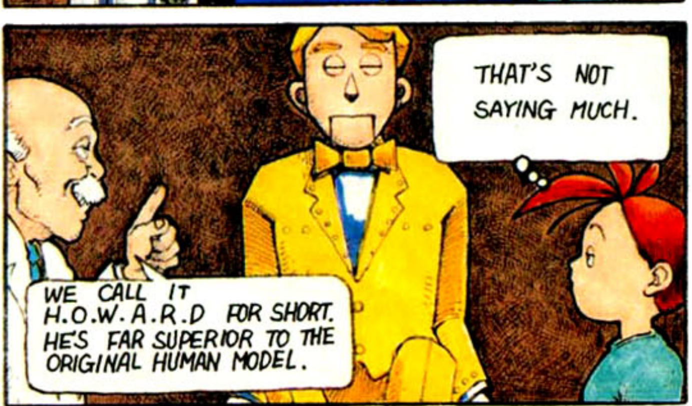


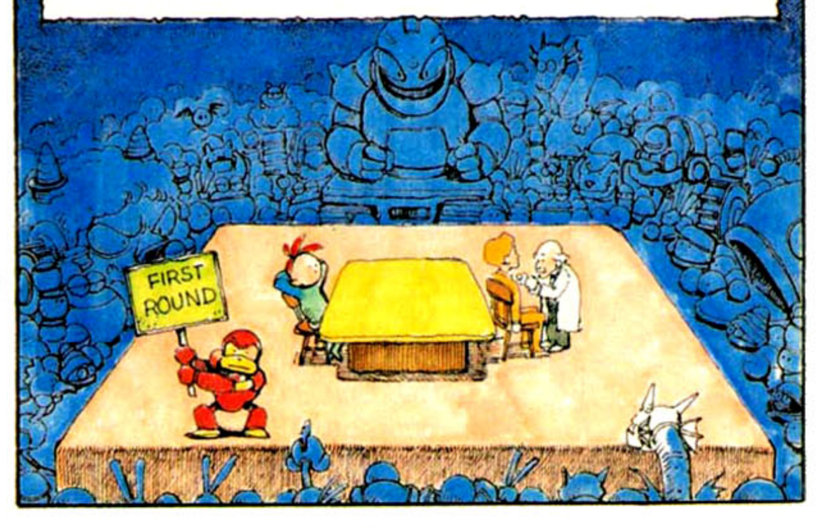




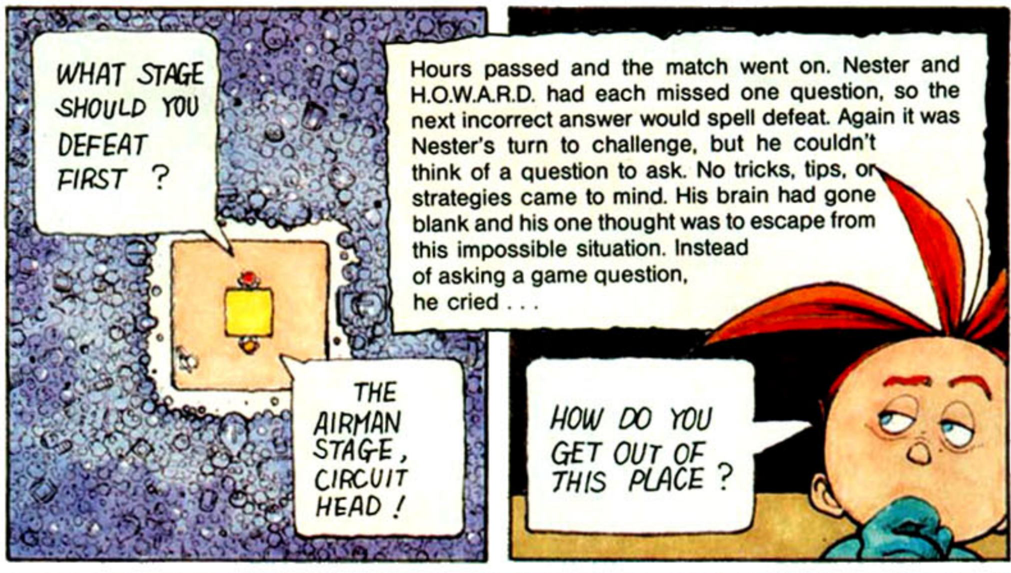


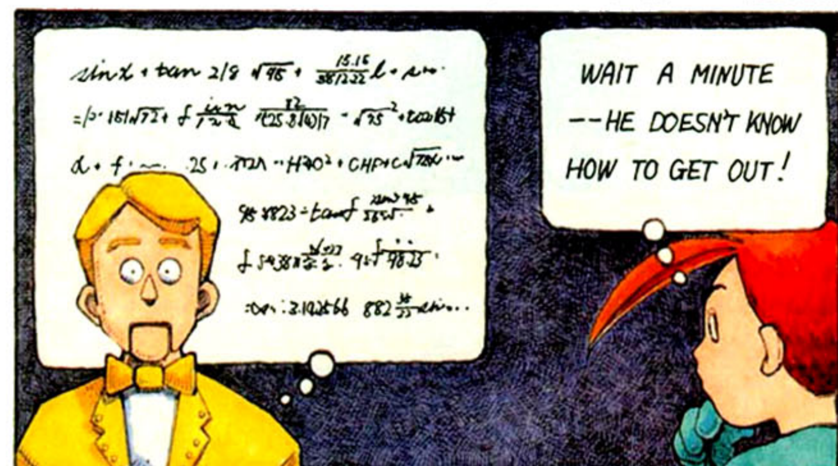


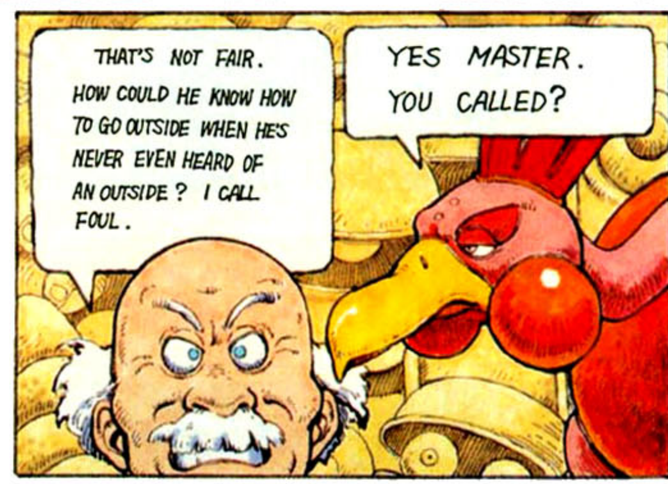


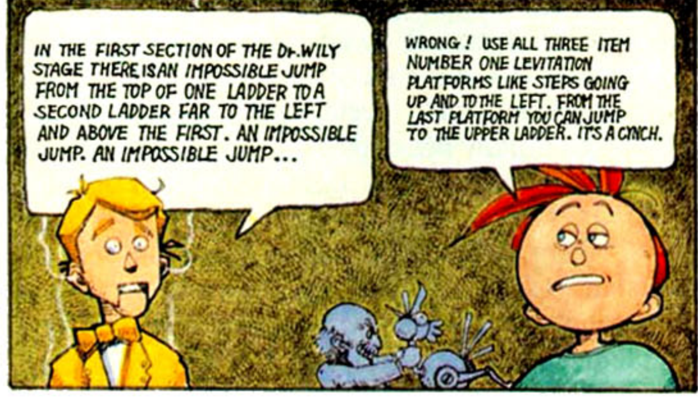



WHAT'S THE BEST WEAPON TO USE AGAINST BUBBLE MAN ?
THE METAL BLADE .

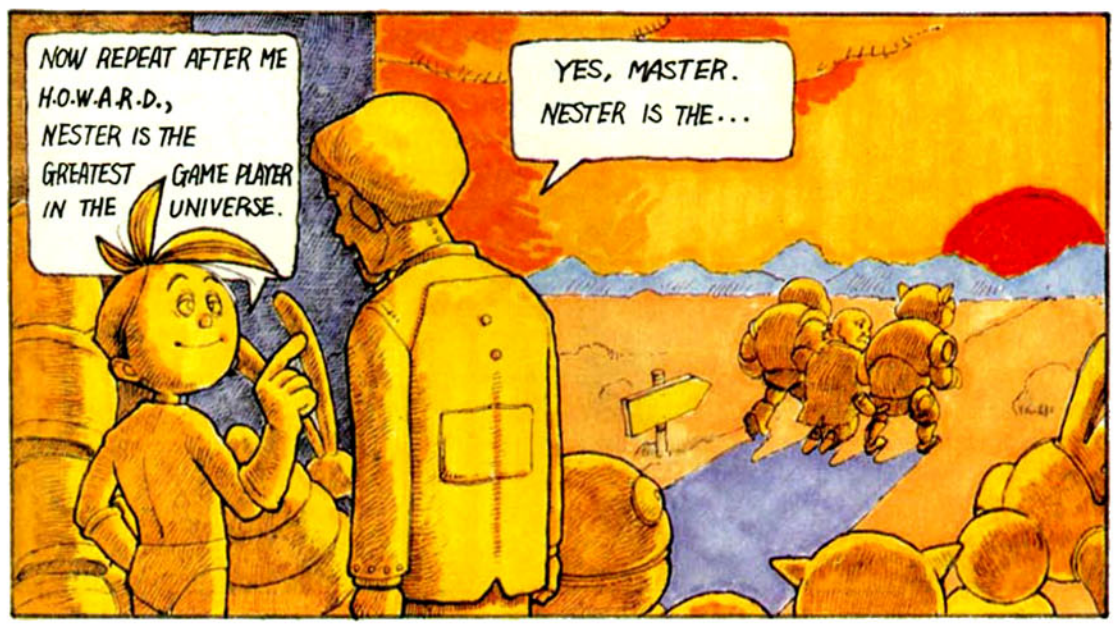

WHAT STAGE SHOULD YOU DEFEAT FIRST ?
THE AIRMAN STAGE , CIRCUIT HEAD !
Hours passed and the match went on. Nester and H.O.W.A.R.D. had each missed one question, so the next incorrect answer would spell defeat. Again it was Nester's turn to challenge, but he couldn't think of a question to ask. No tricks, tips, or strategies came to mind. His brain had gone blank and his one thought was to escape from this impossible situation. Instead of asking a game question, he cried . . .
HOW DO YOU GET OUT OF THIS PLACE ?

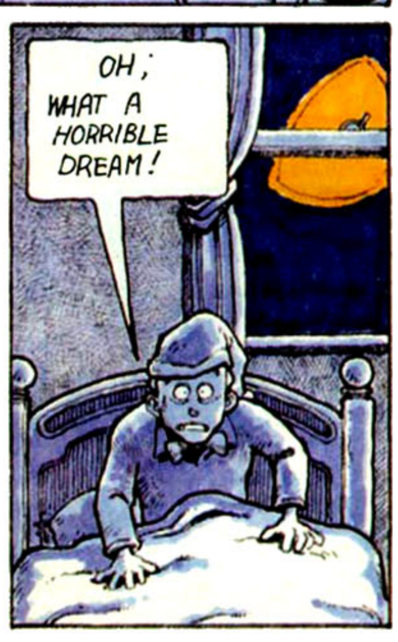

WAIT A MINUTE --HE DOESN'T KNOW HOW TO GET OUT!


THAT'S NOT FAIR. HOW COULD HE KNOW HOW TO GO OUTSIDE WHEN HE'S NEVER EVEN HEARD OF AN OUTSIDE? I CALL FOUL.
YES MASTER. YOU CALLED?


IN THE FIRST SECTION OF THE Dr. WILY STAGE THERE IS AN IMPOSSIBLE JUMP FROM THE TOP OF ONE LADDER TO A SECOND LADDER FAR TO THE LEFT AND ABOVE THE FIRST. AN IMPOSSIBLE JUMP. AN IMPOSSIBLE JUMP...
WRONG! USE ALL THREE ITEM NUMBER ONE LEVITATION PLATFORMS LIKE STEPS GOING UP AND TO THE LEFT. FROM THE LAST PLATFORM YOU CAN JUMP TO THE UPPER LADDER. IT'S A CINCH.


WHERE'S YOUR LOYALTY, YOU MICROBRAINED MUNCHKINS!
NESTER IS THE WINNER

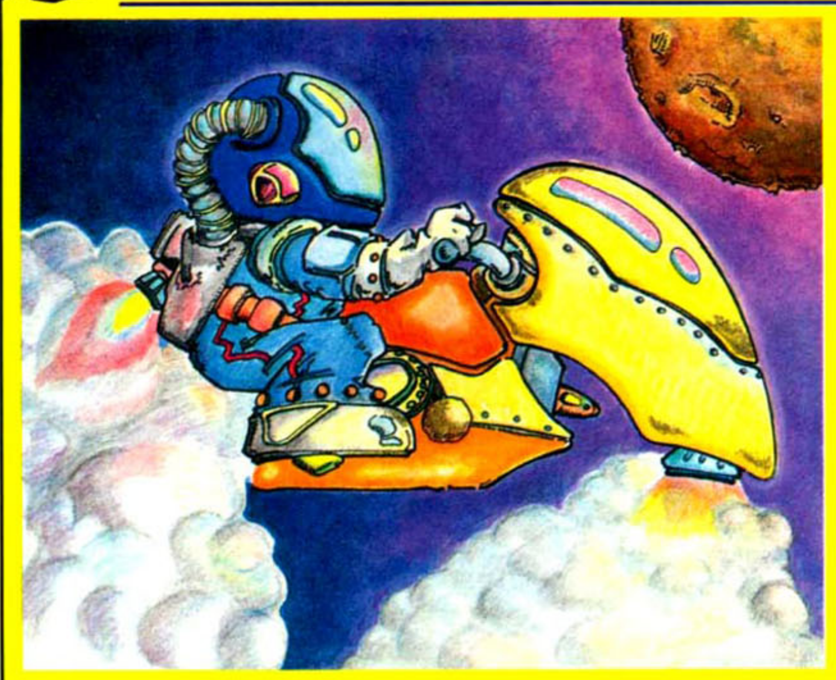

NOW REPEAT AFTER ME H.O.W.A.R.D., NESTER IS THE GREATEST GAME PLAYER IN THE UNIVERSE.
YES, MASTER. NESTER IS THE...


OH; WHAT A HORRIBLE DREAM!

VIDEO SHORTS

AIR FORTRESS™

from HAL



Their armada defeated, the Farmellians launch a desperate last-ditch mission. They've sent one lone hero, you, Hal Bailman, to infiltrate eight sinister space fortresses—living entities which are invading Farmel. Each Air Fortress is composed of two parts. First, riding your sleek space cycle, you must avoid or defeat rapidly advancing enemies, picking up valuable Energy pods and Crash Beam Bullets along the way, as well as "Invincible" and "Obliterate" icons. If you successfully complete this Air Base section, you will be taken through the Air Lock to the second part of the stage—the main body of the Air Fortress. There, you must defeat mechanized enemies and locate and destroy the nucleus of each Air Fortress. However, a chain reaction could trap you and you must find the Riding Zone to escape. There is a sweet continue feature, but to ensure success, make maps from Fortress number three on.

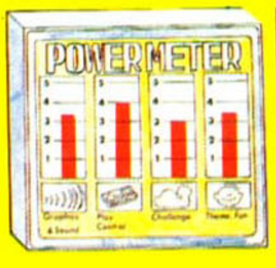


In the fast paced Air Base section, you must eliminate or avoid enemies.



As the screen scrolls right, grab the power icons.


Make your way to the elevator/Air Locks leading deeper inside.







SKY SHARK™

from TAITO

TM Taito America Corporation

Grab the "S" to increase your Shooting power.

When faced with a large number of enemies, use a bomb.

Your squadron has dubbed you the Sky Shark and you are the one hope for American WWII P.O.W.s who are being marched further into enemy territory. Your trusty P-40, painted with a shark's face, will need more than fierce looks to battle the tanks, planes, and ships that await you. You must complete five stages to save the prisoners. Navigate carefully as you only have four planes to complete the mission. Your ammo is unlimited. Bombs cover a wide range and can take out a lot of enemies. However, you only have three bombs per plane, so use them wisely. "Safe journey, Shark." A challenge even for experienced aces!

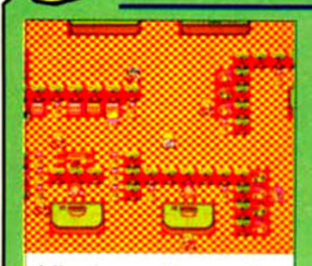
POWER METER

PLAYER METER

CASINO KID™

from SOFEL

TM&© Sofel Corporation



Mingle and learn the locale. SELECT the right waitress and get a money-saving password.



It's up to you, but we would never draw to an inside straight! (Well, almost never.)



Blackjacks pay 5 to 2. Hey, when you're hot, you're hot. (Really burns the dealers, too.)



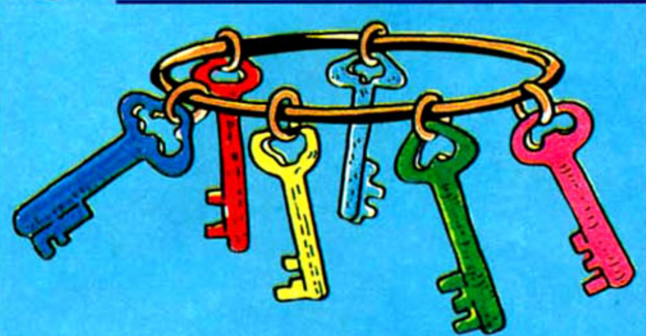
Enter the high stakes world of professional gambling with this role playing casino game by Sofel. You can beat the eight Blackjack dealers and the eight formidable Draw Poker players—to reach the winner-take-all game with the "King" owner of the casino—and walk away $2,000,000 dollars richer. Or . . .you can lose your shirt. Local patrons will tip you off on how to read your opponents, but truly skilled card players will appreciate the game play involved here. Luck is fine, but "you got to know when to hold 'em . . ."





CASTLEQUEST™

from NEXOFT

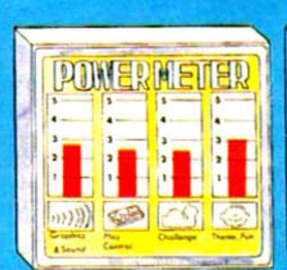


Okay. You've got your basic bad guy (Mad Mizer) who has your basic kidnapped princess (Margarita) and your basic good guy hero (Prince Rafael) who is on a mission to rescue her. However, this is anything but your basic quest! The basic idea is to find lots of different colored keys that will open lots of doors of the same color. BUT THERE ARE NO EXTRA KEYS! So which key for which door and in what order??? The action is slow, but the challenge in logic is among the greatest we've seen. Rafael starts with fifty lives, but there is no continue feature. However, a sub-command back-up feature is very helpful. Big hint: make maps and number the keys, rooms, and doors.

Potions, rings, and money earn bonus points toward extra lives.



The Oxygen Bottle at right enables Rafael to go underwater.

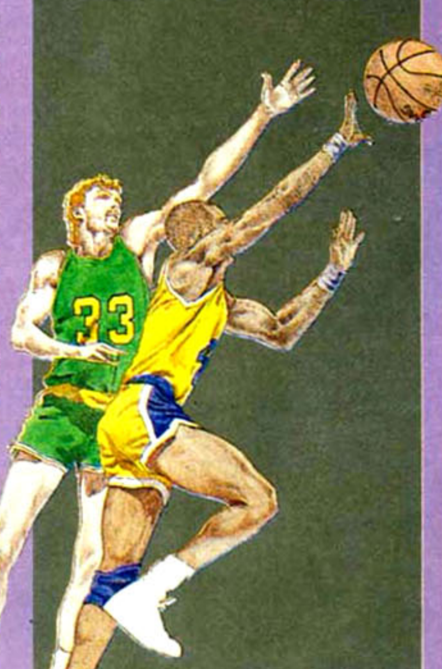


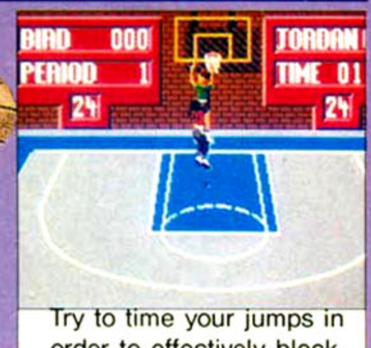


JORDAN VS. BIRD: ONE ON ONE™

MILTON BRADLEY

Two of the greatest athletes ever to grace a basketball court are headed your way in a Game Pak designed especially for individual excellence. You can be either Michael Jordan or Larry Bird in the eight game play modes, with lots of options for each game. While there is no traditional basketball court play, you can play One On One or Slam Dunk, or shoot a little Three Point from a five location semi-circle around the basket. Or simply practice in the Warm Up modes. Take on a fellow "court magician" or play against the computer at different difficulty levels. A stats board keeps track of performance factors.

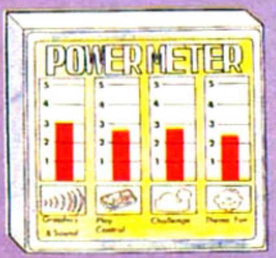




Try to time your jumps in order to effectively block your opponent.



Select any of these bad moves to perform in the Slam Dunk contest.







BAD STREET BRAWLER™ from MATTEL





Practice new maneuvers, before each stage with the punching bag.

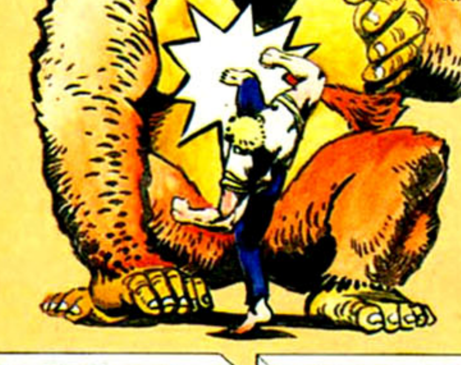


Duck to avoid objects and retain energy! The energy meter is displayed at bottom.



At the end of each stage, Duke tosses recovered bonus items in the trash can.

The instruction manual states: "You are Duke Davis—former punk rocker and the world's coolest martial arts vigilante!" Says it all, doesn't it? Move through fifteen stages of parks, alleys, piers, railroad yards, and other assorted unfriendly places. With moves like the Ear Pull, Roundhouse Kick, Bull Ram, Strangle, and Head Butt, you must dispatch fiends like the Skateboarder, Fat Man, Atilla the Honey, and one real funky gorilla, just to name a few. Be alert. Some moves are better against certain enemies. The game also features a Power Glove option and a driving Rock n' Roll sound track that's the best we've ever heard with a Game Pak.





ROMANCE OF THE THREE KINGDOMS™ from KOEI


The map of the 58 regions you must unite. Which route should you take?

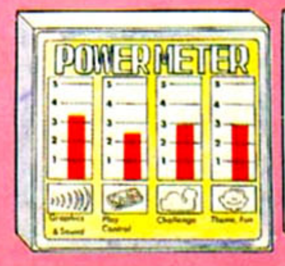


Welcome to second century China. Chaos and uncertainty abound as several territorial leaders are vying for rule. Select one of five critical time periods during this era and accept the role of one of these governors. There are many options for a weary leader and you will need the wisdom of your learned advisor. Provide gold and rice for your soldiers and generals to keep them loyal. When you must attack, position your forces strategically. Seek alliances, attempt takeovers, or simply wait for the proper time to act. Spend your time training, buying arms, or trading gold and rice. Computer difficulty levels range from one to ten and can be set at warlike or rational.


When invading another territory, placement and movement of forces can be critical.



Even an experienced role player will feel challenged. Game play and theme are reminiscent of "Nobunaga's Ambition."





The top picks for powerful play, action and fun.

TOP·30

You've probably noticed the population explosion of games, from arcade classics to magical quests. And that means that more games are picking up votes for the Top 30. The competition is hotter than ever, and it's not likely to cool off soon.

Use this key to find out how your favorites are doing.



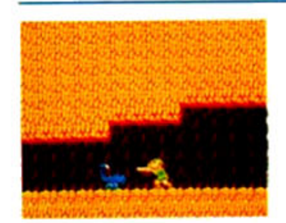
These titles are new to the Top 30. Keep a close eye on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.







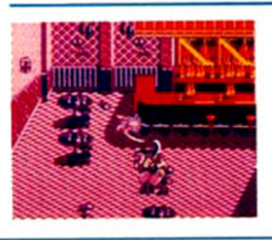
For the third issue in a row, Link and Mario have see-sawed for first. This time Link is on the rise!





SUPER MARIO BROS.2

Mario and Luigi may be in second for now, but two fictional guys who have a new TV show can't be doing that badly.



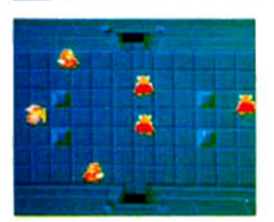


NINJA GAIDEN

Clinging to third place still, Ninja Gaiden seems to be biding time, waiting for a shot at number one.



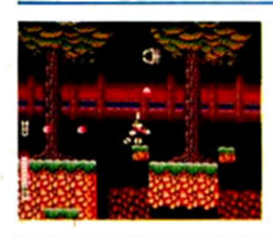
PLAYER'S FORUM





THE LEGEND OF ZELDA

Octoroks Beware! There are a lot of dedicated heroes still wandering around the wilderness of Hyrule.





BLASTER MASTER

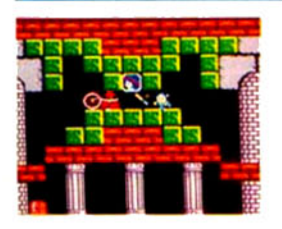
Upwardly mobile again after two stops at number six, Fred and the frog hop up to the fifth slot.





CASTLEVANIA II—SIMON'S QUEST

Through towns and swamps and horrors untold, Simon has made his way to an impressive seventh place finish.





LEGACY OF THE WIZARD

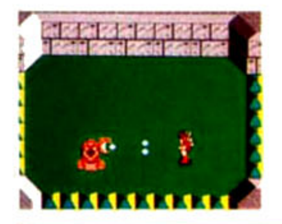
Mystery and magic paved the way for Legacy's success. From the back of the pack, it has surged forward.





BIONIC COMMANDO

What is ALBATROSS? Only those who penetrate the enemy lines will discover the incredible truth!





GUARDIAN LEGEND

The ultimate transforming hero has stepped into the Top 30 and the Top 10. Not bad for an android.





METROID

Still the fastest action in known space, Metroid rockets back into the elite circle of megahits.

11	2,798 POINTS	TECMO BOWL
12	2,788 POINTS	MEGA MAN II
13	2,718 POINTS	MEGA MAN
14	2,675 POINTS	TRACK & FIELD II
15	2,645 POINTS	HUDSON'S ADVENTURE ISLAND
16	2,580 POINTS	TEENAGE MUTANT NINJA TURTLES
17	2,207 POINTS	MIKE TYSON'S PUNCH-OUT!!
18	2,190 POINTS	CONTRA
19	1,706 POINTS	METAL GEAR
20	1,685 POINTS	SUPER MARIO BROS.3
21	1,684 POINTS	ADVENTURES OF LOLO
22	1,683 POINTS	BASES LOADED
23	1,633 POINTS	DOUBLE DRAGON
24	1,600 POINTS	MILON'S SECRET CASTLE
25	1,518 POINTS	BLADES OF STEEL
26	1,456 POINTS	ULTIMA
27	1,088 POINTS	SUPER MARIO BROS.
28	1,080 POINTS	CASTLEVANIA
29	1,036 POINTS	BAD DUDES
30	1,014 POINTS	DOUBLE DRIBBLE



Players' Picks



	GAME	PTS
1	ZELDA II-THE ADVENTURE OF LINK	4,773
2	SUPER MARIO BROS. 2	4,128
3	NINJA GAIDEN	2,371
4	TEENAGE MUTANT NINJA TURTLES	2,040
5	THE LEGEND OF ZELDA	1,755
6	SUPER MARIO BROS. 3	1,685
7	DOUBLE DRAGON	1,273
8	CASTLEVANIA II-SIMON'S QUEST	1,221
9	TRACK & FIELD II	1,142
10	MEGA MAN II	1,071
11	BAD DUDES	1,036
12	BLADES OF STEEL	989
13	ROBOCOP	941
14	CONTRA	916
15	BLASTER MASTER	839
16	BIONIC COMMANDO	780
17	SUPER MARIO BROS.	777
18	METROID	765
19	METAL GEAR	757
20	TECMO BOWL	715
21	RAMPAGE	673
22	MIKE TYSON'S PUNCH-OUT!!	637
23	MEGA MAN	559
24	BASES LOADED	546
25	BAYOU BILLY	525
26	DOUBLE DRIBBLE	446
27	CASTLEVANIA	442
28	HUDSON'S ADVENTURE ISLAND	424
29	LIFE FORCE	401
30	METAL GEAR II	373

PLAYERS' PICKS MIRROR FINAL TOP 30 STANDINGS!

The choices of the players proved to be the deciding factor this time around. One, two, three . . . you picked 'em right down the line.

Pros' Picks



	GAME	PTS
1	ZELDA II-THE ADVENTURE OF LINK	3,827
2	THE GUARDIAN LEGEND	3,075
3	THE LEGEND OF ZELDA	2,731
4	BLASTER MASTER	2,486
5	BIONIC COMMANDO	2,306
6	MEGA MAN	2,159
7	MEGA MAN II	1,717
8	LEGACY OF THE WIZARD	1,685
9	NINJA GAIDEN	1,652
10	ULTIMA	1,456
11	METROID	1,439
12	CASTLEVANIA II-SIMON'S QUEST	1,243
13	ADVENTURES OF LOLO	1,063
14	METAL GEAR	949
15	SUPER MARIO BROS. 2	948
16	DRAGON WARRIOR	867
17	CASTLEVANIA	638
18	TEENAGE MUTANT NINJA TURTLES	540
19	NES FOOTBALL	491
20	SOLOMON'S KEY	490
21	TECMO BOWL	474
22	MIKE TYSON'S PUNCH-OUT!!	376
23	DOUBLE DRAGON	360
24	TRACK & FIELD II	327
25	BATMAN	327
26	MILON'S SECRET CASTLE	327
27	SUPER MARIO BROS.	311
28	CONTRA	294
29	IRON TANK	229
30	AMAGON	213

GAME COUNSELORS CAN'T GET ENOUGH OF ZELDA II.

Although the voting was close, the pros are sticking to The Adventure of Link for top honors. That makes it three issues in a row.

Dealers' Picks

	GAME	PTS
1	SUPER MARIO BROS. 2	4,511
2	ZELDA II-THE ADVENTURE OF LINK	4,154
3	NINJA GAIDEN	3,034
4	HUDSON'S ADVENTURE ISLAND	2,221
5	TECMO BOWL	1,609
6	LEGACY OF THE WIZARD	1,576
7	MILON'S SECRET CASTLE	1,273
8	TRACK & FIELD II	1,206
9	MIKE TYSON'S PUNCH-OUT!!	1,194
10	BASES LOADED	1,137
11	LEGEND OF ZELDA	1,033
12	CONTRA	980
13	TECMO BASEBALL	940
14	RAD RACER	938
15	CASTLEVANIA II-SIMON'S QUEST	804
16	BUBBLE BOBBLE	791
17	OPERATION WOLF	754
18	BLASTER MASTER	708
19	METROID	682
20	ADVENTURES OF LOLO	621
21	DOUBLE DRIBBLE	568
22	MARBLE MADNESS	559
23	BLADES OF STEEL	529
24	LIFE FORCE	525
25	JOHN ELWAY'S QUARTERBACK	473
26	DONKEY KONG CLASSICS	462
27	GOLGO 13	449
28	SKATE OR DIE	442
29	CHALLENGE PEBBLE BEACH	425
30	DR. JEKYLL & MR. HYDE	402

DEALERS SIDE WITH MARIO AND LUIGI.

No, the dealers weren't bribed with fresh mushroom spaghetti—Mario's specialty. They just like the game.

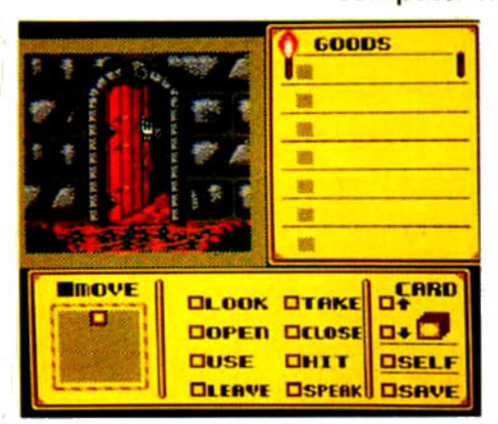


Several very imaginative games take center stage this time around in our Pak Watch section. It never ceases to amaze us how creative some designers are. Keep in mind that for these Game Paks nothing is etched in stone when it comes to availability or end result. But as Willard Scott says, "Here's what's happening in your world today . . ."



SHADOWGATE

Coming your way sometime late in '89 is "Shadowgate" by Seika. This well crafted role playing game (RPG) has received high marks in game play evaluations and is quickly becoming a favorite among our Game Play Testers. Part of the reason seems to be the use of the controller as a "computer mouse" to advance the game play. We especially liked the Troll who wouldn't let us cross the bridge. Look for great pictures in the graphics window and some challenging problem solving. High five, Seika.



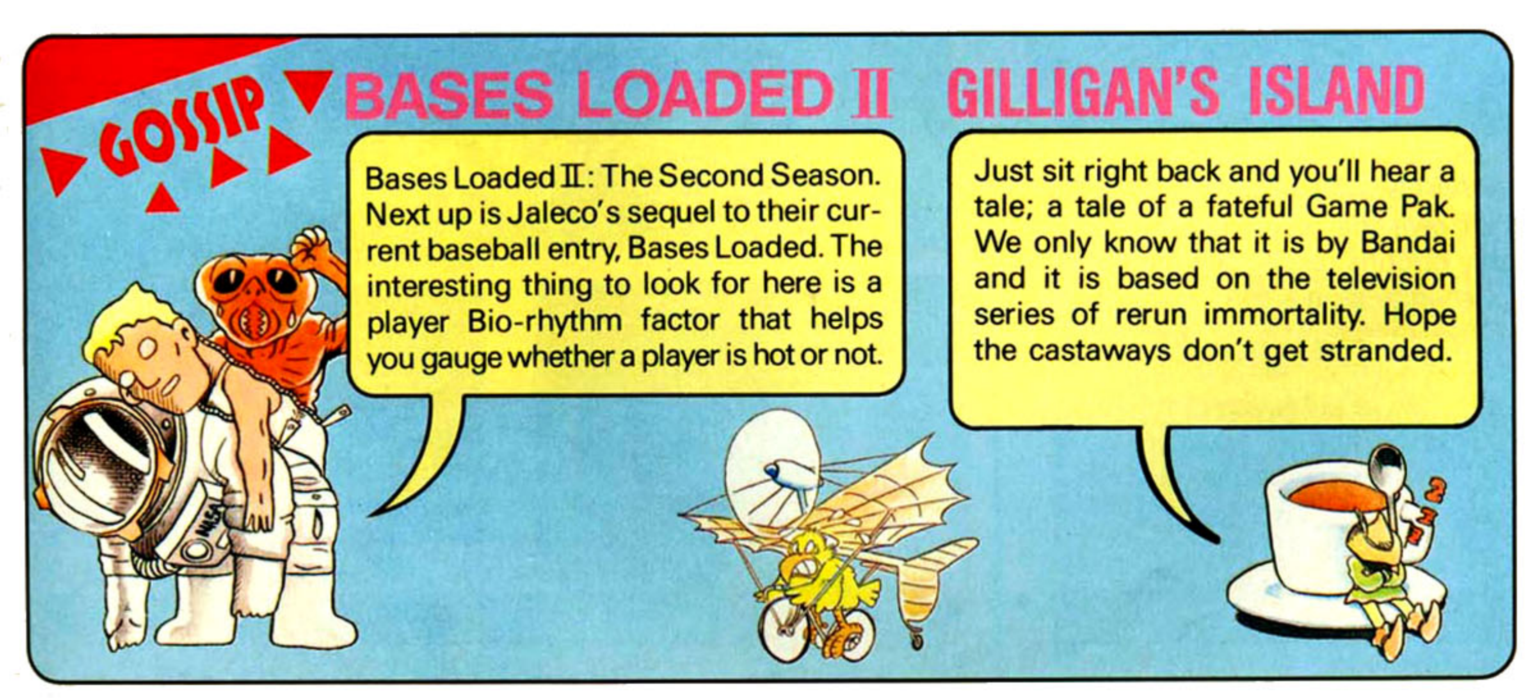
The door is open. Enter if you dare.



Ah, a cache of fine weapons. But what is that at the end of the hallway?!



Move wisely, this is no place for foolish actions.



BASES LOADED II

Bases Loaded II: The Second Season. Next up is Jaleco's sequel to their current baseball entry, Bases Loaded. The interesting thing to look for here is a player Bio-rhythm factor that helps you gauge whether a player is hot or not.

GILLIGAN'S ISLAND

Just sit right back and you'll hear a tale; a tale of a fateful Game Pak. We only know that it is by Bandai and it is based on the television series of rerun immortality. Hope the castaways don't get stranded.

Just Around The Corner

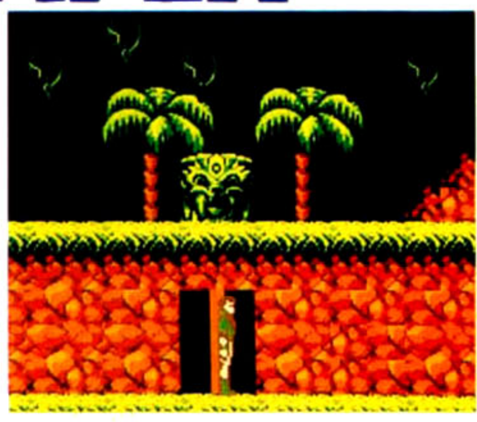
CODE NAME: VIPER



Viper: the man with a mission.

Due out early in 1990 is Code Name: Viper by Capcom, a military mission to infiltrate and bust up a South American smuggling operation. Lots of action here. The three difficulty settings are sure to test even the best of Power Players. Different types of enemies will require different responses from the hero, so reaction time will be tested as well. For an unusual twist, there's a novel maneuver with the hero proceeding in and out of revolving doors and gaining power icons or freeing hostages. Look for some very cool backgrounds and an interesting ending.







"Good luck, Viper."

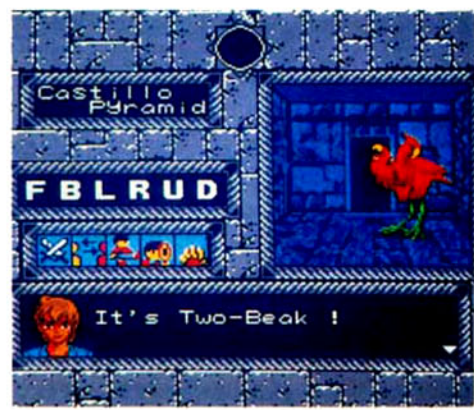
Hot NEWS

TOMBS and TREASURE



We've always been partial to RPGs that give the player lots of game play options (especially the ability to change active characters), and Activision's Tombs and Treasure is no exception. We also liked the setup: Several Mayan temples are uncovered at an archaeological dig. This unleashes the curse of lots of unique and colorful monsters patrolling the tombs. Scheduled for sometime next year.







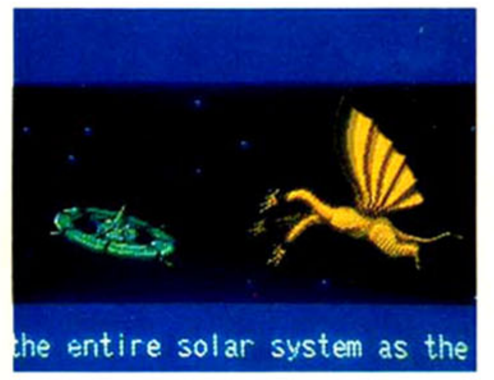
Just Around The Corner

GODZILLA



We've talked just a bit about Godzilla before, and we understand that it is making progress. We had a chance to play this one briefly and we can report that what we had thought to be an action-only game turns out to combine action with a great deal of strategy. It's not a STP (simultaneous two-player) game, but a player must use Godzilla in an alliance with Mothra to defeat a menacing invasion of alien monsters.











A BOY AND HIS BLOB

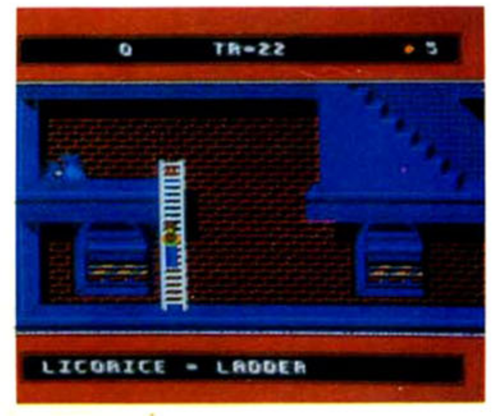
Absolute, a new licensee company, is starting off with a bang. Their first offering, A Boy and His Blob, was created by the award-winning video game designer, David Crane who designed Pitfall and Ghostbusters, and it's mega-hot! The novelty here (and it's a good one) is that the different powers the blob will use are dependent upon the flavor of jelly bean the boy feeds it. According to Absolute, this is the first game Crane has designed specifically for the NES.





A root beer jelly bean turns the blob into a rocket; licorice turns the blob into a ladder.





WHAT'S HAPPENING IN THE WORLD OF

GAME BOY

Hot NEWS



Dateline: Game Boy. Over 35 licensee companies are working on potential Game Paks for Game Boy. While nothing is in cement, we put our ear to the grapevine and thought we'd pass along some of the juicier tidbits . . . Konami has a couple of likely candidates in the offing. **Grid Iron Gladiators** is the tentative title for a one or two-player football game. You'll be able to select from 28 teams. **Castlevania: The Adventure Continues** concerns the further exploits of Simon Belmont . . . Ultra is revving up **Motocross Maniacs**, a one or two-player racing game with speed/tac/lap counters, power-ups, puddles, mountains, and bumpy roads . . . **Bugs Bunny** may find his way to Game Boy (along with some other titles) courtesy of Seika . . . Word has it that HAL is working on a mah jong game (currently titled **Shang Hai**) as well as a pinball game . . . Data East reports to be developing a Game Boy version of the popular arcade hit, **Lock 'N Chase** in addition to some other offerings . . . Jaleco is working on a baseball game and a pinball game for portable format . . . Capcom is looking to convert some of their arcade titles into Game Boy hits . . . Lots of other companies and titles, not to mention a golf game among others by . . . Nintendo.

GOSSIP

WIN, LOSE OR DRAW and PICTIONARY

A couple of games which are "drawing interest" are LJN's Pictionary and Hi-Tech's Win, Lose or Draw. Not much yet from the former, but check out these screen shots from Hi-Tech.



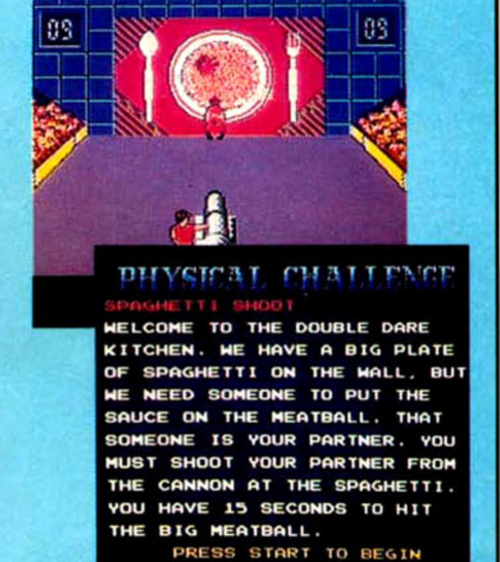




You can draw two pictures if necessary in Hi-Tech's Win, Lose or Draw.

DOUBLE DARE

We've mentioned Gametek's Double Dare before, but we decided to show you these screen shots of a "Physical Challenge" to answer all the mail requests. Scheduled for 1990.



GOSSIP GALORE



Here is a deluge of delightfully different diversions (distinguished but still in development) dished up by our devilish dervishes—the Gossip Gremlins.

CAPTAIN SKYHAWK, CABAL, and TIME LORDS

Milton Bradley is coming on strong with three exciting titles currently in the works. In the first part of 1990, look for Captain Skyhawk, an aerial combat game with a unique perspective (behind the airplane!). Cabal is a military action game with an STP (simultaneous two-player) feature. Later in the year, look for Time Lords, a time travel game.

WILD BOYS



We'll give you fair warning when Bandai is ready to cut loose Wild Boys. This one is a karate action game that lets you change places among four different characters when one's energy gets low.

BASEBALL SIMULATOR 9000 and THE MAGIC OF SCHEHERAZADE



The people at Culture Brain are working on Baseball Simulator 9000 and The Magic of Scheherazade. The former lets you choose different types of stadiums (domes, parks, stadiums by the sea, etc.) including a stadium in outer space with some unusual players. The object of the latter is to pronounce the title. Just kidding. "Scheherazade" is an RPG with an Arabian setting.

WEB WORLD and URBAN CONVOY

Web World and Urban Convoy are two potential titles from Matchbox Toys, one of our new licensees. No word on subject matter yet.

DEMON SWORD



Taito is polishing its Demon Sword which is a sequel to Legend of Kage. We played a smidgen of this one and we're here to tell you: This sucker can jump. Here's a screen shot on us.

NES PLANNER

October	Air Fortress Black Bass Casino Kid Castlequest Guerilla War Roger Rabbit Sky Shark
November	Back To The Future Duck Tales Fester's Quest Goal Jeopardy, Jr. King's Knight NFL Football Romance Of The Three Kingdoms Sesame Street ABC Stealth Eagle Three Stooges Thundercade Twin Eagle Wheel Of Fortune, Jr.
December	NES Play Action Football Short Order/Eggsplode! Robocop
Future	A Boy And His Blob All Pro Basketball Arcon Bases Loaded II Batman The Battle of Olympus Chessmaster Clash At Demonhead Cybernoid Dig Dug II Ghengis Kahn 8 Eyes IronSword Infiltrator King Of The Beach Marvel's X-men Puss 'N Boots Rescue—The Embassy Mission River City Ransom Roadblasters Rock 'N Roll 720 Shadowgate Super Off-Road 10th Frame Top Players Tennis Twin Cobra Willow

EVERT AND LENDL TOP PLAYERS TENNIS

Evert and Lendl Top Players Tennis is the tentative title for a future release from Asmik. This one is generating excitement because it's a potential four-player pak for use with the NES Satellite. Besides the big names, there are some really cool "Miracle Moves" that players can perform like diving and the "cork screw." Looks to be an overhead smash in '89.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1943

Aaron Smith	Parma, ID	9,450,920

BLASTER MASTER

Albert Kwame	Evansville, IN	Finished
Brendon Appel	Glenview, IL	Finished
Benjamin Floering	Geneva, OH	Finished
Brian Harris	Toledo, OH	Finished
Jason Judt	Norfolk, NE	Finished
Kevin Krygier	Ontario, CA	Finished
Mike Longstreet	San Jose, CA	Finished
Hector Paredes	Torrance, CA	Finished
John Zilka	Sherman Oaks, CA	Finished

BOMBERMAN

Lafe McWilliams	Lewiston, MT	999,999,999
Raymond Lee	Lake Grove, NY	999,999,900

COBRA COMMAND

David Ferguson	Cornwall, NY	Finished
Trihn Tran	Merkel, TX	Finished
Robert Wolfe	Oak Creek, WI	Finished

DOUBLE DRAGON

Steve Crapo	Tallahassee, FL	400,050
Travis Timmons	APO New York, NY	315,650
Ritherford Chang	Los Altos Hills, CA	283,360

LEE TREVINO'S FIGHTING GOLF

Max Miller	Carson City, NV	−16	64
Neal Viltz	Tarrytown, NY	−8	72

GOTCHA!

Richard Baron	Highland Park, IL	999,990
Jeffrey Keller	Philadelphia, Pa	999,990
Jonathan Martin	Bloomingdale, OH	999,990
Aaron Sanders	Dorraville, GA	999,990

GRADIUS

Jon Henry	San Francisco, CA	9,999,990

GUARDIAN LEGEND

Lyla Nabuli	Cairo, GA	2,817,720

GUN.SMOKE

Matt Burns	Salisbury, MD	999,990
Terry Hershner	Durham, NC	999,990
Ian Kidd	Nassau, NY	999,999
Chris Kinney	Hollis Center, ME	999,990

GYRUSS

Marc Mc Quay	Baltimore, MD	2,373,900
David Edminster	Greeley, CO	1,576,600
Allan Baillie	Los Osos, CA	1,396,300
Kevin A. Polcovich	Coraopolis, Pa	1,013,050

HUDSON'S ADVENTURE ISLAND

Alejandro Huerta	Madera, CA	366,240
Benjamin Sanchez	San Antonio, TX	333,240
Nathan Fogle	New Cumberland, PA	301,400

INDIANA JONES AND THE TEMPLE OF DOOM

Robb Edinburg	Chestnut Hill, MA	9,999,999
Matt Martin	Austin, TX	9,999,999
Dan McDonough	West St. Paul, MN	9,999,999
Delroy Skeen	Corona, NY	9,999,999
David Walker	New Castle, IN	9,999,999

JACKAL

Rod Harvey	Austin, TX	1,244,950

KID NIKI

Joseph Moses	Luana, IA	3,609,500
Isaiah Pistner	Webster, NY	1,592,700

LEGENDARY WINGS

Lonnie Cox	Houston, TX	7,162,500
Karl Rudison	Austin, TX	7,061,900
Jerry L. Underwood	Omaha, NE	6,543,700
Phillip McFee	Bowdie, SD	5,631,300

LEGACY OF THE WIZARD

Jon Sitorius	Gaithersburg, NE	Finished

LIFE FORCE

Jeff Boaman	Airville, PA	8,101,000
Bobby Duffy	Rowland Heights, CA	4,036,700
Mike McCulloch	Kalamazoo, MI	3,001,400

THE ADVENTURES OF LOLO

Joan Bressett & Steve Nemes	Lake Orion, MI	Finished

PLAYER'S FORUM

MAGMAX

Robby Utley	Athens, TX	2,183,700
Mark E. Lanely	Portland, OR	999,900
Alfie Perez	Mosey, NY	650,900

MAPPY LAND

Gary Marumoto	Harbor City, IL	Finished
Robert & Calvin Kates	Kokomo, IN	181,230

MARBLE MADNESS

Vivian & Chris Decker	Blairsville, PA	92,630

MEGA MAN

Ryan Rico	Whittier, CA	9,999,990
Christian Koch	Camarillo, CA	9,999,900
Jon Magnuson	Sioux Falls, SD	9,999,900
Mark K. Erdman	Belmont, MA	9,999,800
Jason Pattilo	Madison, IN	9,999,600
Philip Engel	Casitos Springs, CA	9,999,300
Ricky Parker	Berlin, MD	9,999,100

MYSTERY QUEST

Mark Arnold	Lancaster, KY	2,000,700

NINJA GAIDEN

Scott Lanman	East Brunswick, NJ	334,700

PINBALL

Mark Wright	Olathe, KS	999,980
Teddy Sadler	Mountain Home, AR	999,930
James Gault	Merrimack, NH	999,840
Phil Harris	North Reading, PA	997,090

PLATOON

A. Levenson	Chicago, IL	Finished
Jeff Pratt & Tom Childs	Greenvalley, IL	Finished
Paul Wiggins	Chicago, IL	Finished

RAMPAGE

Darrick Lehman	Edgerton, WI	11,269,168
Panteli & Angelo Poulikakos	Chicago, IL	10,504,516
Billy Brin	Abilene, TX	5,162,300
Jody Harmon	Shelocta, PA	3,138,600
Louis Nguyen	Richmond, VA	3,130,400
Danny Moyle	Hosperia, CA	3,113,500
Ryan Creasey	Mira Loma, CA	3,050,012
Lee Einfrey	Cedar, MI	3,016,700
Rocky Hunter	Clearfield, UT	2,442,800
Ralph Sirko	Addison, IL	2,300,000
Andrew Jensen	Port Washington, WI	2,242,200
Howard Barkin	Fair Lawn, NJ	2,154,200
David Houghton	Lake-in-the-Hills, IL	2,068,700

ROBO WARRIOR

Randy Bodine	Gaithersburg, MD	3,990,900
Brian Kluk	Des Plaines, IL	3,138,800
Gordon Blukis	Los Altos, CA	3,091,100
James Putnam	Oswego, NY	2,387,900
Dawn & Donna Jones	Goshen, IN	2,157,200
Ken Chan	San Jose, CA	2,041,700

SKATE OR DIE

Pat Vaeth	Lockport, NY	39,300
Dan Sullivan	Evansille, IN	15,264
Jack Butcher	Williams, AZ	15,166
Adam Snyder	Westminster, CO	14,078
Kyle Johnson	Federal Way, WA	13,072

STAR FORCE

Robert Gines	Long Becah, CA	5,129,200

STINGER

Danny Molayem	Rockville, MD	48,104,800

TOP GUN

George Tomaszewski	Cedar Lake, IN	601,000

TRACK & FIELD

Phill Bonner	Stratford, OK	999,999
Steve Clay	Bourbonnais, IL	999,999
Paul McCusler	Coon Rapids, MN	999,999
Joshua Strassberg	Livingston, NJ	999,999
Bill Wescott	Andover, NH	999,999
Jeff Radinsky & Donnie Lansdown	Crown Point, IN	999,999

ULTIMA

Robin H. Law	Sacremento, CA	Finished
David Johnston	Sheboygan, WI	Finished
Artun Mimaryan	Ramsey, NJ	Finished
Linda Schultz	Buffalo, NY	Finished
Ellen Skramstad	Marshall, MN	Finished

WIZARDS & WARRIORS

Eric Sable	Johnston, IA	999,999
Bill Wright	Costigan, ME	999,999
Deboran Martovitz	Cleveland, OH	999,990
Justin Alba	Baldwin Place, WY	985,371

XENOPHOBE

Scott Barker	Sterling, CO	999,990
Ryan Brandon	Madison, WI	999,990
Marc Davidson	Terrell, TX	999,990
Randy Filippi	Schaumberg, IL	999,990
Nathan Haughton	Lenexa, KS	999,990
Machelle Magyar	Auburn, IL	999,990
Terry Mahmood	Sandusky, OH	999,990
Elvin McDivitt	Lancaster, PA	999,990
Shawn McLaughlin	Pittsburgh, PA	999,990
Paul Morrell	Pasadena, CA	999,990
Keith Torbet	Wauseon, OH	999,990
Jesse Varnadore	Burlington, NC	999,990
Robert Voltz	Bloomington, IL	999,990

XEVIOUS

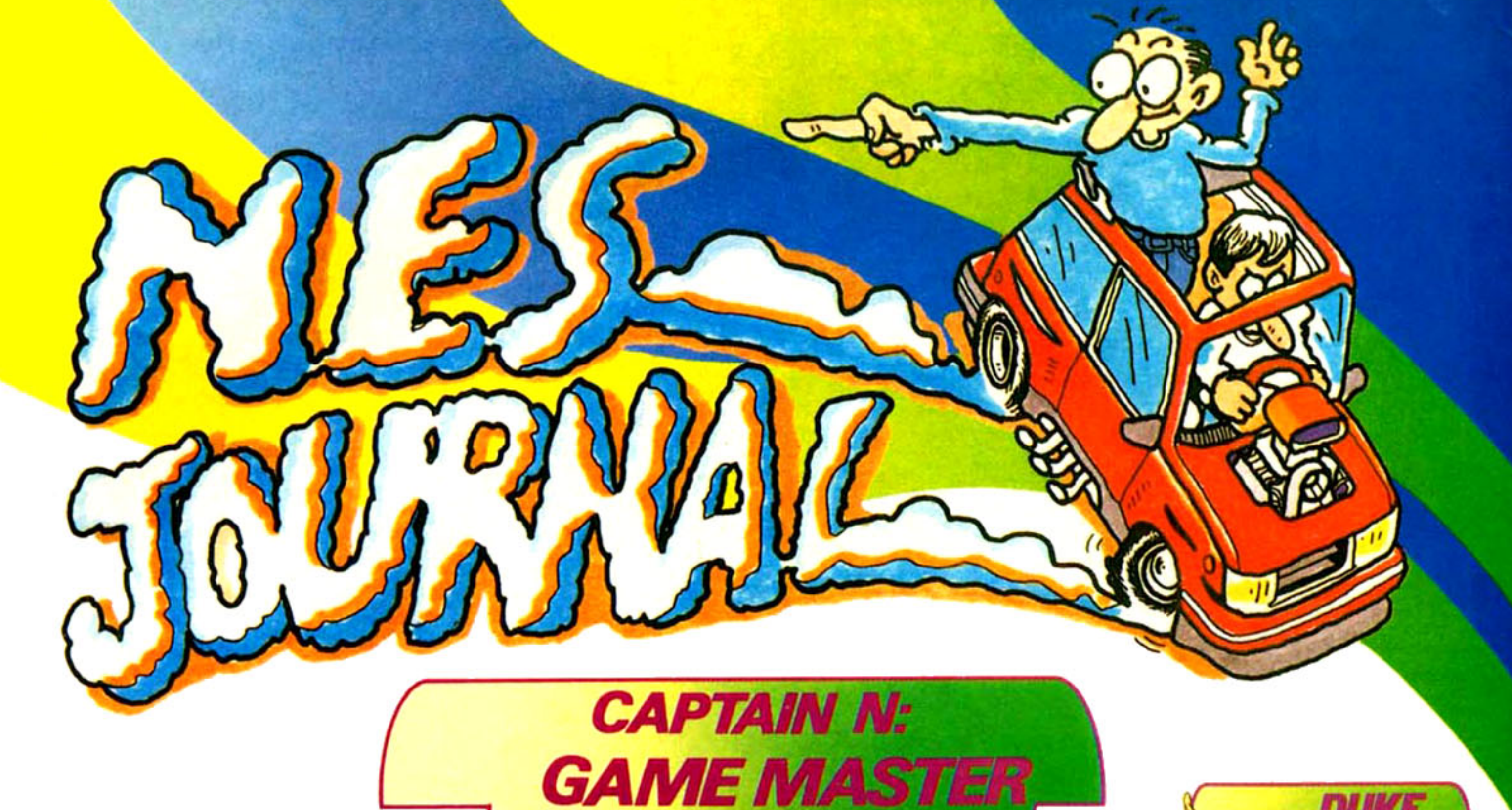
Jeff Peck	Arlington, TX	2,207,930

Send in your high Score and be a NES ACHIEVER!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733

Sorry, photos submitted cannot be returned.



CAPTAIN N: GAME MASTER

Last issue, we told you about a television program based on the Mario Bros. There is another television show coming your way based on Nintendo and licensee characters. It's titled "Captain N: Game Master" and concerns 15 year old Kevin Keene, a high school student (and Power Player) from Northridge, California, who is magically summoned into his television to Nintendoland. Princess Lana who rules Nintendoland had gathered together the Forces of Light, the heroes of the different areas which comprise Nintendoland. Together they invoke the Power of the Orb and summon a champion from another world—Kevin—to fight the League of Darkness. As Kevin is pulled into his TV set, his loyal dog, Duke, faithfully follows his master and is also transported to Nintendoland.

CAPTAIN N

MEGA MAN

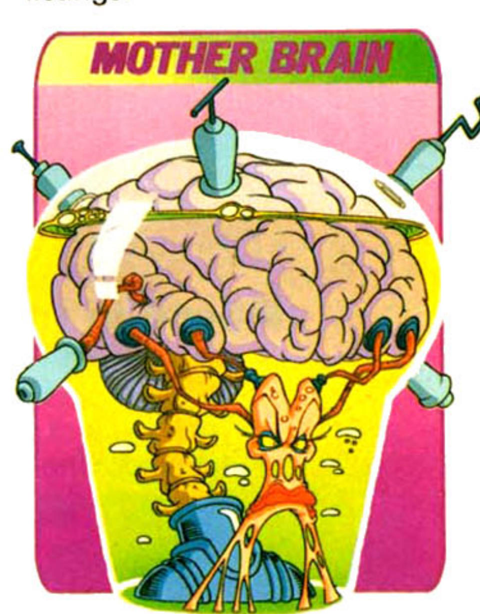


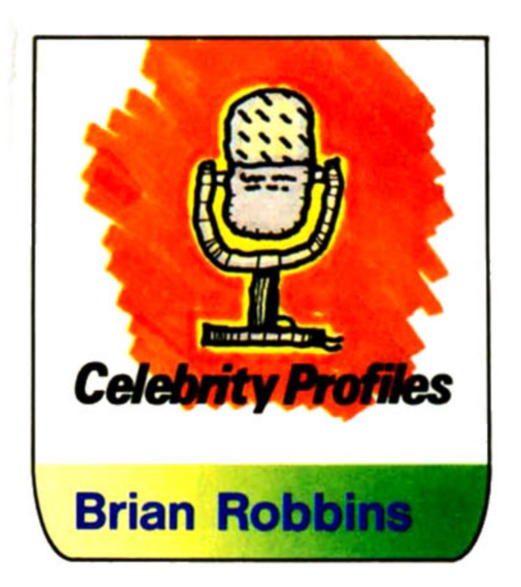
Among the characters Kevin meets, Power Players will recognize Simon Belmont (Castlevania), Pit (Kid Icarus), and Mega Man, as well as the Eggplant Wizard (Kid Icarus), King Hippo (Mike Tyson's Punch-Out!!), and the cunning Dr. Wily (Mega Man). However, we suspect Captain N will find his greatest challenge with the diabolical Mother Brain (Metroid).

This program, new to NBC's Saturday morning fall schedule, is produced by those wizards at DIC who were responsible for the wonderfully successful "Pee Wee's Playhouse" and the cartoon version of "Alf", as well as "The Super Mario Bros. Super Show."



The show is scheduled to start September 9. Check your local listings.





Brian Robbins

Totally cool "Eric" of Head of the Class makes the grade with Nintendo.

Eric Mardian is tough. And he's cool, very cool. He is a genius with an IQ of 200. He dates the "sweetest" girl in class. He has it all. Meanwhile, 24-year-old Brian Robbins, the handsome "Head of the Class" actor who plays Eric, gets Punched-Out!! every week by his personal athletic trainer.

Brian and his trainer regularly play "Mike Tyson's Punch-Out!!," and Brian has yet to come out on top. With a record like that, it's no wonder "Mike Tyson's Punch-Out!!" isn't Brian's favorite Nintendo game.

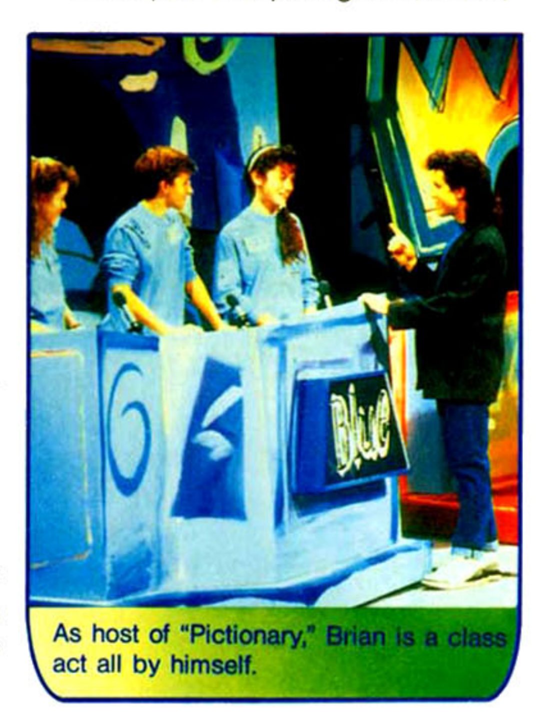
He spends more than two hours each week playing "Baseball" and "The Legend of Zelda." "When I was in school, I was a pitcher on the baseball team—Nintendo's Baseball is a lot like the real game, except the running of course," Brian quipped.

Nonetheless, Brian's career keeps him constantly running. In addition to showing off his cool, rebellious side on "Head of the Class," Robbins is also the host of a new show called "Pictionary," patterned after the popular board game. The contestants are all between the ages of 11 and 16. Brian says the hardest part is that he gets so involved with each game that he wants everybody to win.

The Brooklyn native also plays a lot of basketball (he has a mean jump shot) and frequently guest-V.J.'s on MTV. He has made guest appearances on "Twilight Zone," "Growing Pains," "Cagney and Lacey" and more. And later this year, you can see him co-starring in the film *Cellar Dweller*.

On top of everything else, Brian, much like his television character, likes to write. In fact, he wrote a script for one of last year's "Head of the Class" episodes, and expects to write several more this year.

And while he admits he could use a few tips from Nintendo's Game Counselors on "The Legend of Zelda," when it comes to "Baseball," he's at the head of the class.



As host of "Pictionary," Brian is a class act all by himself.

Celebrity Review: V-Ball

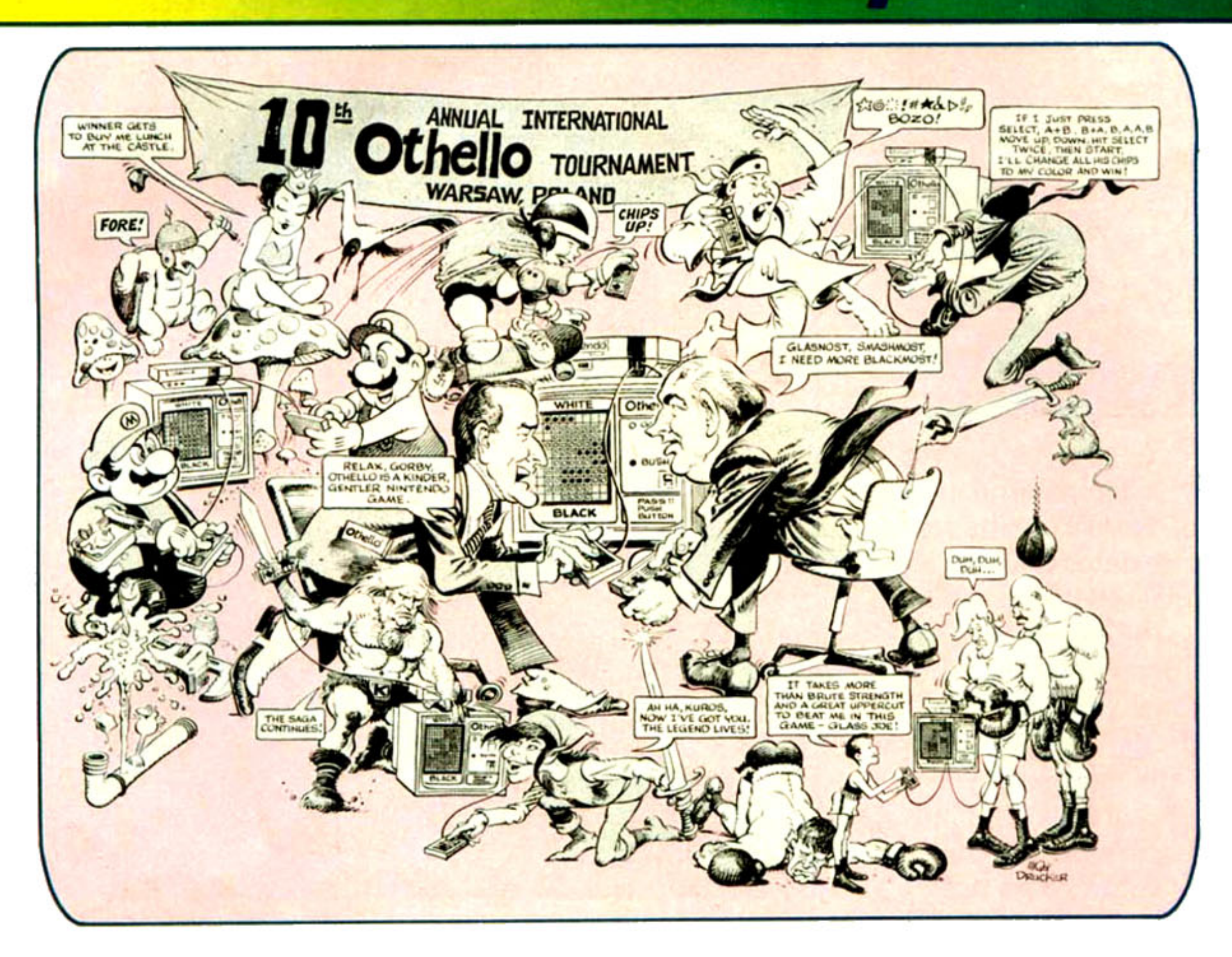
"It's definitely like playing beach volleyball—very true to life. I have friends on the pro circuit, and this game has the whole tour mapped out, the same cities and all. On a scale of 1 to 10, 10 being best, it gets an eight."





—Brian Robbins give his own player meter measurements for Nintendo's upcoming V-Ball game.

Othello Link-up



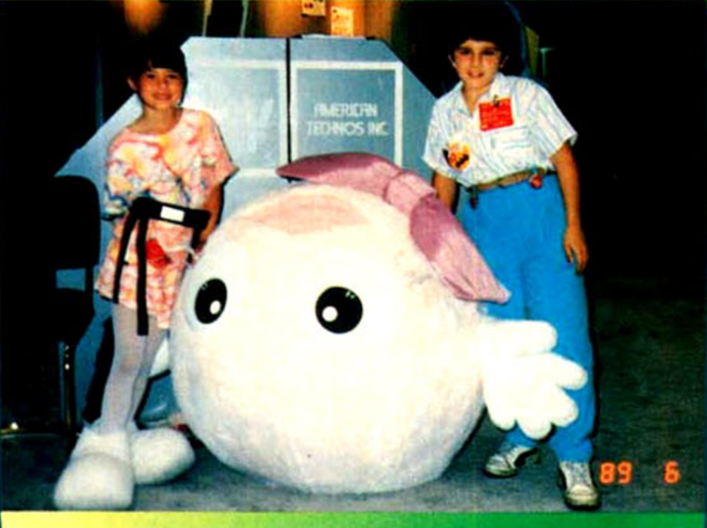
The chips are still put on the table at the International Othello Tournament, but this year the popular boardgame will become more accessible to fans through a unique display concept which utilizes the Nintendo Entertainment System and Acclaim's Othello Game Pak. Each contestant's moves will be duplicated on a NES which is hooked up to television monitors around the hall. In this way, spectators can watch the match play as it progresses. The tournament may not be the answer to all the world's problems, as imagined by artist Mort Drucker, above. But when people from around the globe get together to play, we think that's a good start.

Keeping it Clean

A lot of people don't realize that dust particles, bits of lint, and other substances can get stuck inside both Game Paks and Control Decks. Now there's a way to get them clean again. The new NES Cleaning Kit selling for $9.95 includes a Game Pak cleaner and a Control Deck cleaner, both specially designed to gently but effectively remove gunk from your components. Used on a regular basis, the cleaners will keep your NES in tip top shape, and in the long run that can save you big bucks. Plus, if your old cleaning pads get dirty, you can buy replacement parts rather than a new kit. They are available from most Nintendo dealers. If you need to find out more about keeping your NES trouble free, give the Nintendo Consumer Service Representatives a call at 1-800-422-2602 Monday-Saturday, 4 a.m. to 10 p.m.


The NES Cleaning Kit contains two cleaning tools with replaceable parts

Sensational Summer C.E.S.!



Abbey, on the right, meets Lala from the Adventures of Lolo, who seems to have lost her head momentarily.

Have you ever wondered what it would be like to visit a magical place where it seems as if anything can happen? If you have, you should talk to Abbey Fischer, the ten-year-old winner of our Summer C.E.S in Chicago Contest. Abbey and her Mom flew from their home in Massachusetts to spend four days at the Consumer Electronics Show as guests of Nintendo Power. The highlight of the trip, of course, was visiting the giant trade show where the biggest names in electronics unveiled their latest products. For Nintendo, that included the mighty but tiny Game Boy, which Abbey thought was terrific. "I wish I had one to take with me on the plane trip home," she said, alluding to one of the great benefits of Game Boy—that it can be played at 30,000 feet, or anywhere else!

Although normally nobody under the age of 18 is admitted to the C.E.S., Abbey, as a "Guest Editor" for Nintendo Power, was given the red carpet treatment. Lunch with Howard Phillips and two Game Counselors. A guided tour through the huge, 50,000 square foot Nintendo booth with hands on demonstrations.

A video fan's dream come true —A guided tour at C.E.S. and lunch with Howard Phillips

Sightseeing from the top of the Sears Tower—the world's tallest. But it wasn't all fun and games. Abbey's responsibilities for testing the new titles was tougher than you might think. She noted that, "It was hard to get started without instruction manuals." (Something we take for granted when we buy a new Game Pak.) She didn't have any trouble at all figuring out the new Power Glove made by Mattel, however. At first she did think it looked rather heavy; later she saw one of the demonstrators from Mattel actually eating lunch with the glove still on!

Here's a rundown of some of the upcoming hits as predicted by Abbey, and her reasons why: Godzilla—Abbey summed this one up in a single word. "Awesome! As Godzilla, you swing your tail and wipe out cities. It's not easy." 720—"Lots of choices," says Abbey. "You can go to the pool, downhill, ramps, and you can win money to buy new equipment." Fester's Quest—"It's fun because it's based on the TV show. There's Lurch and Pugsley and the whole family thinks that everyone else in the world is crazy." Snoopy—"It's not too easy. I had to explain how you play the game to an adult." Double Dare—"The contestants were funny—nerds and punks. I had to bowl with coconuts to start." Other games Abbey liked included To The Earth, Tetris, A Boy & His Blob, and Double Dragon II.

So, after four days of living among marvels and meeting new people, Abbey and her Mom flew back home, sorry to go but full of great memories that are sure to last. How did she sum up her experiences at the C.E.S.? "It was unbelievable," said Abbey. "Bigger and better than anything!"

A model shows off the new Power Glove from Mattel.



Unfortunately, this Game Boy was too big to take home.



Back Issues Available Now!

Seven classics packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 2.

'88 July/Aug Issue

Also in this issue: Double Dragon•Contra•Wheel of Fortune •Jeopardy•plus foldout map of Zelda's Second Quest.

Sept/Oct Issue

Also in this issue: Life Force•Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.

Nov/Dec Issue

Also in this issue: Blaster Master•Anticipation•Blades of Steel •Cobra Command•Racket Attack •Mickey Mousecapade •foldout Blaster Master Poster

'89 Jan/Feb Issue

Also in this issue: Wrestlemania•Sesame Street 1-2-3•Marble Madness•Operation Wolf•Metal Gear.

Mar/Apr Issue

Also in this issue: Hudson's Adventure Island•Strider •Cobra Triangle•Bayou Billy•plus foldout Strider poster and The Complete NES Game Directory.

May/June Issue

Also in this issue: Life Force•Mega Man II •Dragon Warrior •Faxanadu•Fester's Quest•Clash at Demonhead•plus foldout Mega Man II poster and Life Force Maps.

'89 July/Aug Issue

Also, in this issue: Faxanadu•Strider•Robocop•Duck Tales•IronSword•plus Robocop poster and 1-up Special.

BOOKS

TIPS FROM THE PROS

These are HOT!: The Legend of Zelda Tips & Tactics gives you the strategy and know-how to conquer the evil and mysterious Ganon. How to Win At Super Mario Bros. helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for $4.95 each, just fill out the order form in the front of the magazine.



COMING UP NEXT IN THE NOVEMBER/ DECEMBER ISSUE OF NINTENDO POWER!

IRONSWORD and ROBOCOP

We'll be going from the far past of "wizards and warriors" to the future world of cyborg policemen with our gripping reviews of IRONSWORD and ROBOCOP.

DRAGON WARRIOR

A massive 36-page bonus insert devoted to DRAGON WARRIOR, complete with maps, strategies and tactics, exclusive for Nintendo Power readers.

SHADOWGATE and SILENT SERVICE

Look for a perilous preview of a too-hot-to-handle SHADOWGATE and if you can "fathom" it, we'll also "submerge" ourselves in a preview of Ultra's new submarine game, SILENT SERVICE. "Scope" it out.

Plus: Generous helpings of NES Journal, Counselors' Corner, Pak Watch, Players' Pulse, Classified Info, Video Shorts, and for dessert—much, much more.

TO THE READERS

What a summer! We kicked it off with the giant Consumer Electronics Show in Chicago, and what a show it was! I think these shows get bigger and more spectacular every time. There were a lot of impressive gizmos, gadgets, products, and paks. As always, we will give you all the latest scoops and hot info right here in Nintendo Power.

The big news this summer has been Nintendo's visits to the Soviet Union. We wish everyone could have had a chance to go and experience the culture first hand. We've been realizing our own video game "Glastnost!" Meetings have been taking place concerning Tetris, one of the most compelling video games in history. People all over the world have been "Tetris-ized" and very soon NES Power Players will get to test their mettle with this absorbing game. It is already available in the Game Boy version where its popularity has skyrocketed. Just part of Nintendo's continuing efforts to bring you the very best in video games from all over the world.

These past few months we've tested and evaluated more games than at any one time in our history. There are some exciting new programs on the burner and we expect several of these to be very hot. So don't stray too far from your current issue of Nintendo Power. It really is your best guide to keeping up-to-date on what's happening in the video game world.

That's it this time.

See you in November.

Howard W Phillips

ROBOCOP II PLAYER'S



CONTEST RULES

To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain, 3x5 piece of paper and mail to:
NINTENDO POWER
P.O.Box 97062
Redmond, WA 98073-9762
One entry per person please. All entries must be postmarked no later than October 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.
Winners will be selected in a random drawing from among all eligible entries received, on or about October 31, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after November 15, 1989 by sending a self addressed envelope to the address listed above.

TRIP TO ROBOCOP II MOVIE SET: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and his/her three guests. If the winner is under the age of 18, the winner must be accompanied by an adult. This special 3-day/2-night excursion, scheduled for late November, 1989, is subject to accommodation and airfare availability. Some restrictions apply.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

NO PURCHASE NECESSARY

Player's Poll

Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. After reading the article on Game Boy (page 51), how interested are you in owning one? (check one)

1. Definitely plan to buy a Game Boy in the future.
2. Want to wait for more information before deciding.
3. Plan to stick to NES games for now.

B. Do you find that the Super Mario Bros. 2 Tip Book in this issue (check one):

1. Provides too little information to aid your game play?
2. Provides useful information and tips to aid your game play?
3. Provides too much information about the game?
4. Is too confusing or complicated to understand?

C. Would you like to see more tips books in the future?

1. Yes 2. No

D. How many members in your immediate family read Nintendo Power on a regular basis? (check one)

1. 2. 3. 4. 5.

Please use the game titles (1–111) on the next page to answer the following questions.

E. What two games would you most like to see reviewed in a future issue of Nintendo Power?

F. What three games are you planning to purchase next?

G. Please indicate, in order of preference, your five favorite games.

tear off here.

Answers to the Player's Poll

Name ______________________ Tele. ______________________

Address ____

City ______________ State ______________ Zip ______________

Membership No. ______________ Age ______________

Please indicate your answer in the appropriate box that corresponds to the survey above.

A. 1. ________ 2. ________ 3. ________

B. 1. _____ 2. _____ 3. _____ 4. _____

C. 1. Yes ________ 2. No ________

D. 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

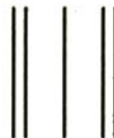
E. Indicate Numbers 1–111 (list on next page) a. ________ b. ________

F. Indicate Numbers 1–111 (list on next page) a. ________ b. ________ c. ________

G. Indicate Numbers 1–111 (list on next page) a. ________ b. ________ c. ________ d. ________ e. ________

SEPTEMBER / OCTOBER '89 ISSUE GAME LIST

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2 720
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5 Air Fortress
6 Airwolf
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8 All Pro Basketball
9 Amagon
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11 Bad Dudes
12 Bad Street Brawler
13 Baseball Stars
14 Bases Loaded
15 Bases Loaded II
16 Batman
17 Bayou Billy
18 Bionic Commando
19 Blades of Steel
20 Blaster Master
21 Bugs Bunny's Crazy Castle
22 Casino Kid
23 Castlequest
24 Castlevania
25 Cobra Command
26 Cobra Triangle
27 Code Name: Viper
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29 Double Dare
30 Double Dragon
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41 Gilligan's Island
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70 Ninja Gaiden
71 Jordon vs Bird: One-on-One
72 Pro Wrestling
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78 Romance of the Three Kingdom
79 Rygar
80 Shadowgate
81 Castlevania II-Simon's Quest
82 Sky Shark
83 Spy Hunter
84 Spy vs. Spy
85 Stealth Eagle
86 Strider
87 Super Dodge Ball
88 Super Mario Bros.
89 Super Mario Bros. 2
90 Super Mario Bros. 3
91 Super Off-Road
92 Super Pitfall
93 Super Spy Hunter
94 Superman
95 T & C Surf Design
96 Tecmo Bowl
97 Teenage Mutant Ninja Turtles
98 Terminator
99 The Goonies II
100 The Legend of Zelda
101 Three Stooges
102 Tiger-Heli
103 Tombs and Treasure
104 Top Gun
105 Track & Field II
106 Wheel of Fortune
107 Who Framed Roger Rabbit?
108 Win, Lose, or Draw
109 Wizards & Warriors
110 Xenophobe
111 Zelda II-The Adventure of Link



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POLL CONTEST

SECOND PRIZE

A Super Robocop Arcade Unit!!

You've played this exciting game at your favorite arcade. Now take one home!



10 THIRD PLACE WINNERS

Autographed Robocop Game Paks!!

Win a Robocop Game Pak signed personally by the crime-fighting ace himself.







MAY/JUNE CONTEST WINNERS

Grand Prize

John	Hamm	Woodbridge	VA

Second Prize

Dong Won	Han	Alexandria	VA
Joel	Aguilera	Chicago	IL
Christian	Atmeida	Alexandria	VA
Sean	Clark	Honolulu	HI
Jose	Diaz	Los Angeles	CA
David E.	Draper	Lawndale	CA
Danielle	Driscoll	Carlisle	MA
Danny	Hinsberger	Lapeer	MI
Samuel	Kim	Flushing	NY
Andrew	Liao	Walnut	CA
Paul	Lyzun	South Bend	IN
Melissa	Mohr	Island Park	NY
Alvery	Stevens	Fredericksburg	VA
Matthew	Troise	Hockessin	DE
Dennis	Turner	Trenton	KY

Third Prize

Patrick	Acosta	Los Angeles	CA
Gabriel	Austin	San Diego	CA
Simon	Bachir	Salinas	CA
Richard	Brewington	Des Arc	MO
Sam	Buxton	Villanova	PA
Richard	Conner	Johnstown	PA
Michael	Courtney	Clinton	LA
Steve	Dell	Palm Beach	FL
Justin	Dyess	Metairie	LA
Alex	Eddy	Santa Cruz	CA
Samuel	Evans	Inkster	MI
Brian	Farley	Franklin	NC
Michael	Forward	Flint	MI
Mike	French	Sioux Falls	SD
Jake	Fuentes	Frisco	TX
Daniel	Furlani	N. Tonawanda	NY
Betsy	Goldberg	Pepper Pike	OH
Scott	Green	New Castle	DE
Nathan	Griffen	Morton	IL
Shlomo	Hackel	Fresh Meadows	NY
Joshua	Haines	El Paso	TX
Ryan	Hamilton	Freehold	NJ
Aaron	Harvey	Lake Elsimore	CA
Cort	Haynes	Cedar Bluffs	NE
David	Hill	Imperial	MO
Nick	Hilliard	Florence	AL
Joe	Hooper	Chamblee	GA
Peter	Kreha	Saint Petersburg	FL
Johnny	Lema	Hackensack	NJ
Rick	McGown	Virden	IL
Daniel	Merrick	West Winfield	NY
Trevis	Milton	Evanston	IL
Adrian	Miske	New Hostein	WI
Daniel	Munoz	San Juan	PR
Ann	Nacca	Hamder	CT
Chetan	Nandakuman	Newark	DE
Jim	Nelson	Smyrna	GA
John	Perugia	Livonia	MI
Stefan	Pinson	Franklin	TN
Jason	Roberts	Rockaway	NJ
Angelo	Rufino	Wappinger Falls	NY
Blair	Sato	Tucson	AZ
Steven	Saffell	Van Buren	AR
Patrick	Smart	Baldwin	NY
Darryl	Tanseth	Hudson	NH
Patrick	Wellenious	Potomac	MD
Shane	Winter	Fulton	MO
Tony	Yu	Anaheim	CA
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